

Digital media - 12DiMe

Qualification: NCEA Level 2 Unit Standards

Course Entry:

At least 12 credits from Computer Design or Computer Science, or at the discretion of the HOD Computing.

The course is designed for students interested in 3dmodelling/animation or Digital design

Contents: Divided into Sections

Computing as a subject has been reviewed by NZQA. It will now be called Digital Technology. There are 4 parts to the subject. Not all will have the same emphasis or be covered.

Digital Information

- Understands fundamental concepts of software and is able to use to manage data.
- Using Photoshop, Illustrator, Indesign, Lightwave, Dreamweaver Blender

Digital Media

- Understands file types, how they are created and can create and publish different media types.

Qualifications

NCEA Level 2 Achievement Standards
Level 2 and 3 Unit Standards

Towards the National Certificate of Computing Level 2 (the requirements for this course are being revised but were not available for the publication of this document)

The opportunity to create a folio for Tertiary Course entry.

Achievement Standards

AS 2.1	90342	Develop and model a conceptual design in ICT	Level 2	6 Credits
AS 2.2	90349	Develop and implement a one off solution in ICT	Level 2	6 Credits
AS 2.3	90368	Demonstrate skills in ICT	Level 2	4 Credits

In conjunction with the Achievement standards students will be given the opportunity to add the following unit standards. A selection of the following Unit Standards will be offered in the course. Not all will be taken in any one year.

US 2788	Produce desktop published documents to meet design brief	Level 2	5 Credits
US 2789	Produce desktop published documents for organisational use	Level 3	6 Credits
US 5947	Solve a specified problem	Level 3	3 Credits
US 7481	Produce design ideas and images using computer graphics programmes	Level 2	3 Credits
US 25655	Produce a website using web authoring software	Level 2	3 Credits
US 25661	Design and assemble a flash project	Level 3	3 Credits

Not all may be taken in any one year. Costs for course materials that will be taken home or consumed:

Details Cost

Consumables including paper above the initial student paper allowance. \$30.00

Visual diaries (optional) are available from the Business Department for \$10. They are used for the Technology planning process.

Where there are insufficient numbers for a complete course the College reserves the right to combine two classes.

Digital Media - 13DiMe

Qualification: NCEA Level 3 Unit Standards
Level 3 Achievement Standards

Course Entry:

At least 12 credits from Computer Design or Computer Science, or at the discretion of the HOD Computing.

Contents: Divided into Sections

Computing as a subject has been reviewed by NZQA. It will now be called Digital Technology. There are 4 parts to the subject. Not all will have the same emphasis or be covered.

Digital Information

- Understands fundamental concepts of software and is able to use to manage data.
- Using Photoshop, Illustrator, Indesign, Lightwave, Dreamweaver and Blender

Digital Infrastructure

- Understands hardware, software, networks and their components.

Digital Media

- Understands file types, how they are created and can create and publish different media types.

Qualifications

NCEA Level 3 Achievement Standards
Level 3 and 4 Unit Standards

Towards the National Certificate of Computing Level 2 (the requirements for this course are being revised but were not available for the publication of this document)

The opportunity to create a folio for Tertiary Course entry.

Achievement Standards

AS 3.1	90613	Develop a conceptual design to address a client issue	Level 3	8 Credits
AS 3.2	90620	Develop a one off solution to address a client issue	Level 3	8 Credits
AS 3.7	90685	Demonstrate techniques in ICT	Level 3	4 Credits

In conjunction with the Achievement standards students will be given the opportunity to add the following unit standards. A selection of the following Unit Standards will be offered in the course. Not all will be taken in any one year.

US 23558	Create documents for Digital Printing	Level 3	20 Credits
US 15325	Demonstrate and apply knowledge required prior to creating a 3d model	Level 4	10 Credits
US 15326	Create models using 3d software	Level 4	15 Credits
US 15331	Animate computer generated models	Level 3	15 Credits

Not all may be taken in any one year. Costs for course materials that will be taken home or consumed:

Details Cost

Consumables including paper above the initial student paper allowance. \$30.00

Visual diaries (optional) are available from the Business Department for \$10. They are used for the Technology planning process.

Where there are insufficient numbers for a complete course the College reserves the right to combine two classes.