COLLABORATION

CREATIVITY

COMMUNICATION

COMMUNITY

FERGS KAYAKS

LASER PAINTBALL AND H20 EXTREME

DDIT201
2017

DIGITAL DESIGN
INFOMATION TECHNOLOGY

DO JUSTLY

OBJECTIVES

Gain up to 17 Achievement standard credits at Level 2

Gain Course Endorsement for Digital Technologies at Level 2

Explore a range of advanced Digital Media Software Skills in greater depth

Communicate with stakeholders whilst developing your prototype project

Gain Course Endorsement for Digital Technologies at Level 2. This will help you to get into your University Course.

TECHNOLOGIES

jQUERY
Use a Javascript library to create animations for websites.

CSS3
Style sheet language used for describing the look and formatting of a document written in a markup language.

HTML5
Core technology markup language of the Internet used for structuring and presenting content for the World Wide Web.

Webflow
Webflow is a professional drag and drop tool built for designing websites using responsive web design best practices. The service allows businesses and freelance professionals to design and publish websites without any coding.

Illustrator
Be the owner of your own digital media content by creating your own vector graphics for your digital media outcomes.

ASSESSMENTS

AS91369 v3   *4 crs*

Demonstrate understanding of advanced concepts of digital media. *Literacy Credits*

AS91357 v3   *6 crs*

Undertake effective development to make and trial a prototype.

AS91370 v3   *4 crs*

Implement advanced procedures to produce a specified digital media outcome.

AS91367 v3   *4 crs*

Demonstrate understanding of advanced concepts relating to managing shared information within information systems. **(External)** *Literacy Credits - No U.E Literacy.*

Alternative Standards

For those students who find the 2.42 report or 2.43 web challenging. There are two unit standards 2788 (5 credits) desktop publishing and 26744 (5 credits) interactive app.
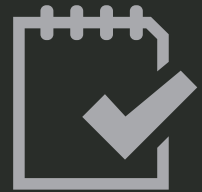
HOMEWORK

In order to successfully pass the project based achievement standards, students must be prepared to complete homework outside the classroom. Keeping a good record of Homework. It is also essential that they complete the Level 2 HTML/CSS CodeAvengers course as the web skills are needed to pass this course.

PRE-REQUISITES

An Achieved in both the website practical 1.43 and the prototype 1.4. An Achieved in either the internal Digital Media Report 1.42 or the Design Elements External Report 1.10. Also students must have completed the Level 1 HTML/CSS CodeAvengers course.
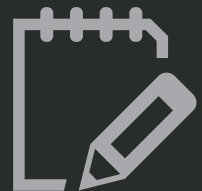
FUTURE COURSES/CAREERS

Success on this course would allow entry to the DDIT301 course.
If you didn't already know, there are so many job vacancies out there in the big wide world for people with Digital Technologies qualifications. There just aren't enough of you! The top 5 skills employers are looking for are; Problem Solving, Team-working, Communication, Critical Thinking and Creativity. So if you enjoy the subject and take it all the way to Uni, you could find yourself fighting off job offers when you graduate. Jobs areas; Web Development, Graphic Design, Marketing/Branding and Product Development.

AUTHENTICITY

All assessment and project work must be the students own work. Any plagiarism or breach of copyright will likely result in a Not Achieved grade for that assessment and there will be no opportunity to be re-assessed. For assessments requiring more than one period, most of the assessment development and documentation must be created in the classroom environment under supervision. If a student is absent for an assessment, they require a note from home explaining the absence, if they wish to be considered for reassessment, else a Not Achieved grade will be awarded. All assessments must be handed in on the due date. Resubmits are only available to students whose work is at a level close to achieving. Multiple resubmits will not be permitted. Due to the project nature of the course, most assessments do not have resit opportunity.

COURSE COSTS

One 40 page clear-file, 1E4 - 7mm Quad Book 28 pages, pen, pencil, eraser, ruler and a set of headphones (ear plugs). Students are expected to pay $5 for the codeavengers HTML course. Also have credit on their Papercut account for printing assessments.