

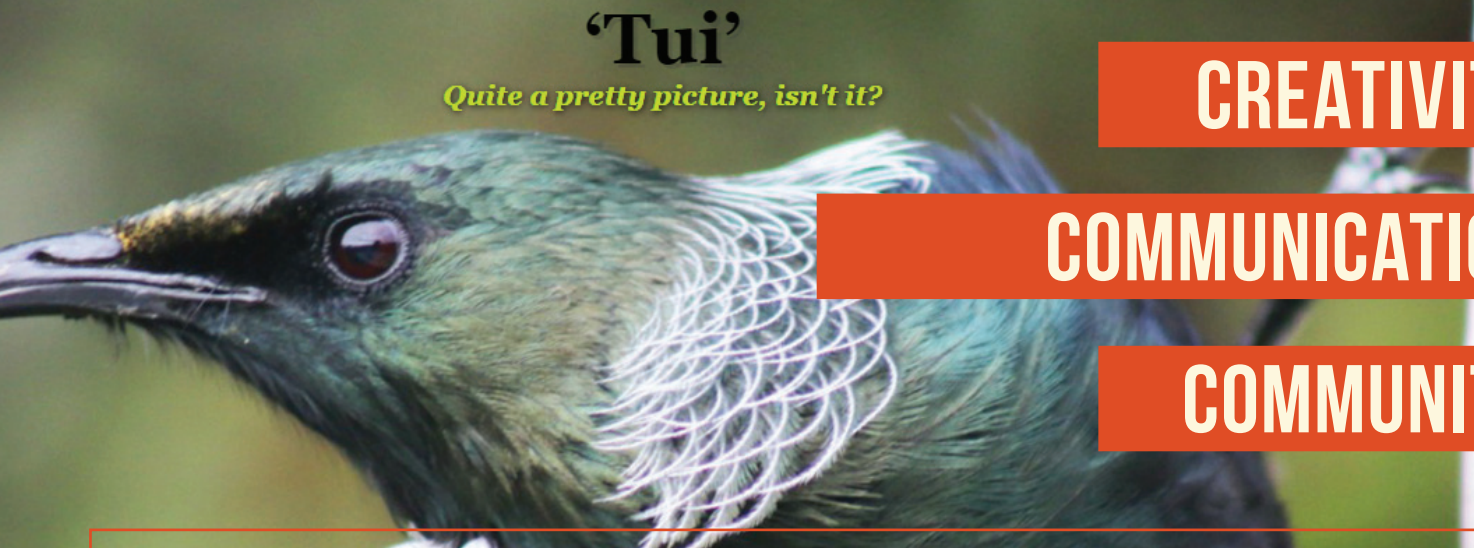


COLLABORATION

CREATIVITY

COMMUNICATION

COMMUNITY



'Tui'

Quite a pretty picture, isn't it?

DDIT301  
2017

DIGITAL DESIGN  
INFORMATION TECHNOLOGY



### OBJECTIVES



Gain up to 18 Achievement standard credits at Level 3



Gain University Entrance in Technology (14 credits) and 4 credits toward UE Literacy (writing)



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



Communicate with stakeholders whilst developing your community project



Gain Course Endorsement for Digital Technologies at Level 3. 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.



**InDesign**  
Create interactive EBooks using the interactive features of InDesign. Create javascript techniques without code!

### ASSESSMENTS

AS91634 v2

4 crs

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

AS91611 v2

6 crs

Develop a prototype considering fitness for purpose in the broadest sense. **Literacy**

AS91635 v2

4 crs

Implement complex procedures to produce a specified digital media outcome.

AS91636 v2

4 crs

Demonstrate understanding of complex concepts of information systems in an organisation. **(External)**  
**Counts towards U.E Literacy reading/writing**

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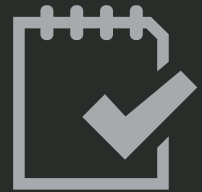
# DIGITAL DESIGN INFORMATION TECHNOLOGY



## HOMEWORK

It is imperative that students undertaking this course of study are prepared to complete large sections of work outside the classroom in order to be successful.

It is also essential that they complete the Level 2 HTML/CSS CodeAvengers course. Teachers will also suggest other online courses such as Codecademy.



## PRE-REQUISITES

An Achieved in both the website practical 2.43 and the prototype 2.4. An Achieved in either the internal Digital Media Report 2.42 or the Information Systems External Report 2.44.



## FUTURE COURSES/CAREERS

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). Also have credit on their Papercut account for printing assessments.

