

CABOOLTURE

STATE HIGH SCHOOL

DIGITAL TECHNOLOGY

Making the difference today \dots for tomorrow

INCOMPATIBLE SUBJECTS		DEPENDENT SUBJECTS	
PRE-REQUISITE SUBJECTS		POTENTIAL QCE POINTS	
COURSE DURATION		CONTRIBUTES TO ATAR	
FINANCIAL COMMITMENT	REFER TO FEE SCHEDULE	DELIVERY PARTNERSHIP	
COURSE REQUIREMENTS	Students need to have access to a computer and the internet; an Adobe license is required as Adobe programs are used in the course.		

COURSE CONTENT

UNIT 1	ASSESSMENT		
Code Your Own Adventure	Project		
Students will learn industry standard coding to create text adventure games, and 2D interactive games.			
UNIT 2	ASSESSMENT		
Advanced Photo Manipulation	Project		
Students will learn advanced Photoshop and 2D Animation to create a Graphic Design portfolio.			
UNIT 3	ASSESSMENT		
Video Effects / Animation	Project – Multimodal		
Students will create a portfolio of video effects using digital video effects, 2D & 3D animation programs.	Assignment		
UNIT 4	ASSESSMENT		
Creating Digital Solutions	Project		
Students will use all the skills that they have learnt to create a viable product to solve a client's problem through business research and market their product.			

CAREER PATHWAYS

This subject develops entrepreneurship as well as providing digital opportunities. Digital entrepreneurs focus on digital commerce, which is "a subset of e-commerce used to describe companies that create digital products and services that are marketed, delivered, and supported completely online."

FIND OUT MORE

https://www.digitaltechnologieshub.edu.au/students/careers

https://www.qut.edu.au/engage/entrepreneurship