



DURATION OF SUBJECT	FULL YEAR	FINANCIAL COMMITMENT	REFER TO PROPOSED FEE SCHEDULE
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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	UNIT 2	UNIT 3	UNIT 4
Code Your Own Adventure Students will learn industry standard coding to create text adventure games, and 2D interactive games	Advanced Photo Manipulation Students will learn advanced Photoshop and 2D Animation to create a Graphic Design portfolio	Video Effects / Animation Students will create a portfolio of video effects using digital video effects, 2D & 3D animation programs	Creating Digital Solutions 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
ASSESSMENT	ASSESSMENT	ASSESSMENT	ASSESSMENT
Project	Project	Project – Multimodal Assignment	Project

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>

