

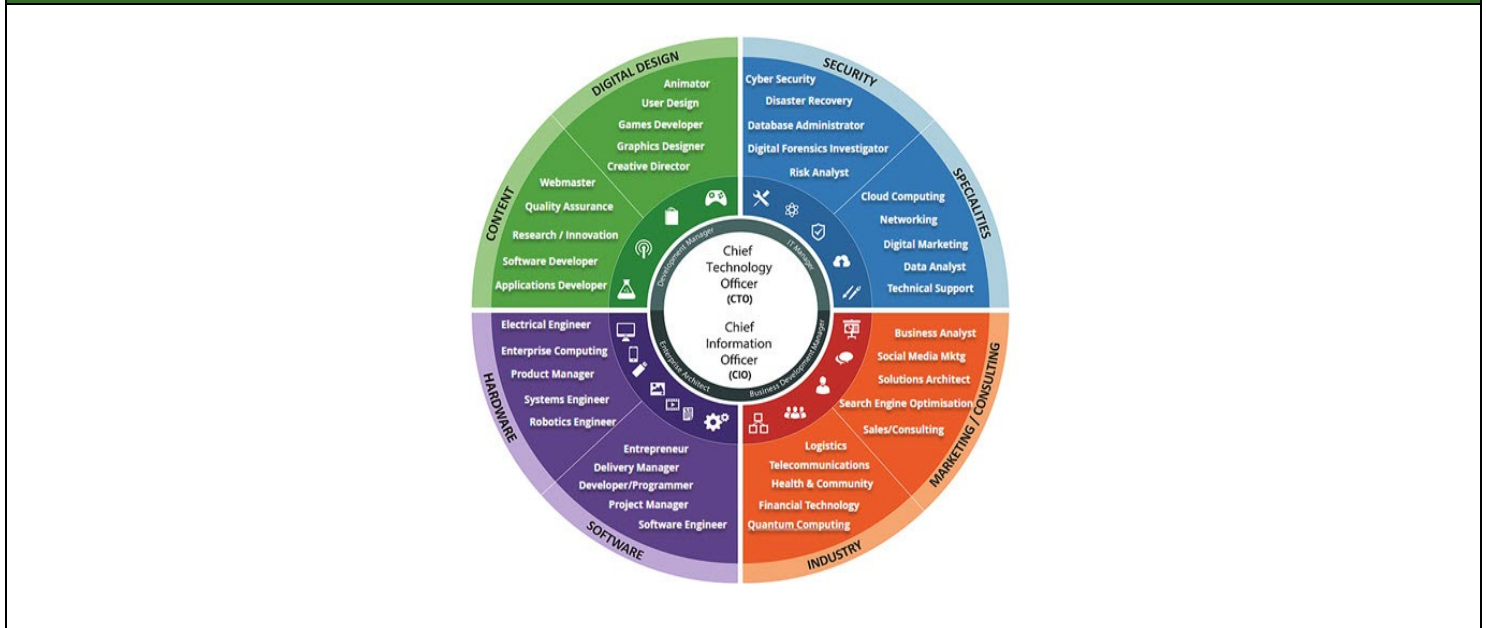


DURATION OF SUBJECT	ONE SEMESTER
FINANCIAL COMMITMENT	REFER TO FEE SCHEDULE
COURSE REQUIREMENTS	A laptop with charger is essential - students need to have access to the internet.

### COURSE CONTENT

UNIT 1	ASSESSMENT
<p><b>eSports</b></p> <p>Students plan, manage and create a game that is designed to meet user requirements. The game is tested, modified and implemented - 10 Weeks.</p> <p>Students will learn about online safety, digital footprints and appropriate ways to communicate online with people they know. Students will play a variety of Esports titles offered through external competitions such as The FUSE Cup. They will train in these games during lessons to ensure they understand what esports is and begin exploring how to safely and respectfully communicate with competitors. They will utilise this knowledge to design and develop an esports game that avoids the negatives of larger esports titles. Students will be aiming to create an esports game for two players (1v1) that creates a fair playing field and promotes positive esports culture. Students will learn to create algorithms, code their game and test and debug issues.</p>	<p>Cyber Safety Test</p> <p>eSports Video Game</p>
UNIT 2	ASSESSMENT
<p><b>Coming Attraction</b></p> <p>Students will be able create a movie / commercial trailer and movie / commercial poster using storyboarding and filming techniques.</p> <p>In this unit students will: identify different movie genres. Describe the different shot types used in film. Describe different camera angles and different camera movement. Students will plan a movie trailer using a storyboard. They will use a phone or computer to film a movie trailer. They will add background sound, music, sound effects and transitions. As well as edit their video. Students will use Adobe to create a poster.</p>	<p>Movie Trailer</p> <p>Movie Poster</p>

### CAREER PATHWAYS



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