**DIPLOMA OF DIGITAL MEDIA TECHNOLOGIES**

ICT50915 – CRICOS 086721M

- Use advertising techniques
- Implement emerging web technology trends
- Design and build dynamic websites
- Carry out basic video and sound editing for film production
- Coordinate interactive media production
- Create exciting digital effects for video

**PROGRAM LENGTH**

52 weeks (including 6 weeks scheduled breaks)
20 hours/week

**START DATES**

2016

2017

On the first day of the course, you will undergo an orientation process where you will receive the information you need to start your studies. Your attendance to this orientation is compulsory.

**2016 FEES**

<table>
<thead>
<tr>
<th>Fee Type</th>
<th>Amount</th>
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<tbody>
<tr>
<td>Enrolment fee</td>
<td>$200</td>
</tr>
<tr>
<td>Material fee</td>
<td>$100</td>
</tr>
<tr>
<td>Tuition fee</td>
<td>$11,700</td>
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**ENTRY REQUIREMENTS**

- An overall equivalent of Australia’s Year 12 (minimum high school diploma)
- IELTS 5.5 or equivalent: upper intermediate English certificate, completion of ABS pre entry test
- Students must be at least 18 years old

**PROGRAM DESCRIPTION**

The Diploma of Digital Media Technologies expands upon your previous experiences with digital media technologies and refines your skills. It is a perfect pathway into a number of digital media industries including web technologies, audio production, video production, web design, digital imaging or digital project management.

You will be using cutting edge technologies during practical workshops and theory based lectures in which you explore a blend of practical tasks, creative assignments, management activities and academic research.

**PROGRAM OVERVIEW**

**Core Units**
- Originate and develop concepts
- Manage interactive media production
- Contribute to copyright, ethics and privacy in an ICT environment
- Work effectively in the digital media industry
- Verify client business requirements
- Manage ICT projects

**Elective Units**
- Design e-learning resources
- Design and create models for a 3D and digital environment
- Create a markup language document to specification
- Build a dynamic website
- Prepare audio assets
- Edit screen content for a fast turnaround
- Incorporate and edit digital video
- Perform basic vision and sound editing
- Author interactive media
- Create digital visual effects
- Investigate and exploit innovative imaging options

**Online Units**
- Ensure a safe workplace

*Course units may be subject to change*
Prepare audio assets - CUFSOU301A
This unit describes the performance outcomes, skills and knowledge required to prepare audio assets for inclusion in interactive media.

Edit screen content for fast turnaround - CUFPOS401A
This unit describes the performance outcomes, skills and knowledge required to edit screen content for fast turnaround using non-linear editing facilities.

Incorporate and edit digital video - ICTDMT501
This unit describes the skills and knowledge required to incorporate, and edit, digital video into interactive media presentations.

Perform basic vision and sound editing - CUFPOS201A
This unit describes the performance outcomes, skills and knowledge required to perform basic editing functions in relation to film, television and interactive media productions.

Contribute to copyright, ethics and privacy in an ICT environment - ICTIDT418
This unit describes the skills and knowledge required to maintain professional and ethical conduct, as well as to ensure that personal information of stakeholders is handled in a confidential and professional manner when dealing with stakeholders in an information and communications technology (ICT) environment.

Work effectively in the digital media industry - ICTICT419
This unit describes the skills and knowledge required to work effectively as an individual or in a team environment in the digital media industries.

Verify client business requirements - ICTICT515
This unit describes the skills and knowledge required to deal with clients at a senior level, to identify their business requirements and verify the accuracy of the information gathered.

Manage ICT projects - ICTLPMG501
This unit describes the skills and knowledge required to manage the initiation, implementation and completion of reasonably complex information and communications technology (ICT) projects incorporating scope, risk control and financial factors.

Design e-learning resources - CUFDIG503A
This unit describes the performance outcomes, skills and knowledge required to design an e-learning resource.

Design and create models for a 3-D and digital effects environment - ICTGAM514
This unit describes the skills and knowledge required to design and create models for a 3-D and digital effects environment using complex topology, specified geometry surfaces, and advanced model builds.

Create a markup language document to specification - ICTWEB429
This unit describes the skills and knowledge required to use a text editor to design, create and save web pages to a given specification, rather than using an authoring tool.

Build a dynamic website - ICTWEB501
This unit describes the skills and knowledge required to analyse and design websites to meet technical requirements.

ASSESSMENTS
All vocational courses are assessed through a combination of assessment types that may include essays, reports, group tasks, portfolios and/or presentations.

CROSS CREDIT
You can get credits for 4 subjects if you have completed the Certificate IV in Digital Media Technologies at the Australian Business School or with another registered provider.