

4.

## What is Multimedia?

Multimedia is everywhere these days. We are surrounded by it on the web, in the print media, movies, TV and the music industry.

It encompasses media formats including:

- Text
- Graphics
- Audio
- Video
- Animation.

You will look at features of each of these and then have the opportunity to specialise in an aspect (or multiples) of these for your Year 12 project.

The course also looks at Multimedia with a special focus on design for the Web.

5.

## Career Opportunities

- Graphic Designer
- Advertising
- Cinematography
- Game Design
- Production Engineer
- Sound Engineer
- Film and Video Engineer
- Market Researcher
- Media Director
- Marketing or Promotions Manager
- Media Analyst
- Media Strategist
- Dubbing Editor
- Animator
- Game Tester
- Digital Camera Operator
- Public Relations Manager.



## Industrial Technology - Multimedia

**YEAR 11 & YEAR 12 COURSES**



**COFFS HARBOUR**  
SENIOR COLLEGE

1.

## Why do IT Multimedia?

- Advances your imaginative ideas and creativity.
- Increases your skills in many forms of multimedia.
- Learn to be a creator not just a user of multimedia.
- Skills and opportunities to manage a large project.
- Develop research skills.
- Focus and develop skills in an area that you are passionate about.
- Challenge yourself.

2.

## Course Description (structure/delivery)

### YEAR 11 COURSE

In the Year 11 course, you will be introduced to a variety of multimedia technologies including audio, video, graphics, typography, interactive development and website design.

You will learn to apply practical experiences to the study of the technology, design, management and organisation of the multimedia industry.

3.

### YEAR 12 COURSE

The Year 12 course requires you to specialise in multimedia mediums of your choice and complete an in-depth case study of the multimedia industry.

You will develop, design and produce an individual multimedia Major Project that contributes to 60% of the HSC examination mark for the course.

Both the Year 11 and Year 12 courses consist of the compulsory topics – Industry Study, Design Management & Communication, Production and Industry Related Manufacturing Technology (Multimedia).



*“Creativity is putting your imagination to work, and it produces the most extraordinary results in human culture.”*

**- Ken Robinson**