## MULTIMEDIA

<table>
<thead>
<tr>
<th>TAFE Course No. for enrolment</th>
<th>7833</th>
<th>Credential available</th>
<th>Statement of Attainment towards Certificate II in Multimedia</th>
<th>TAFE Curriculum Centre</th>
<th>Business, Arts &amp; Information Technology</th>
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</thead>
</table>

**BOS Course No./Unit value**

- 41616 - 2 units x 1 year
- 41617 - 2 units x 2 years
- 41626 – 3 units x 1 yr

**Exclusions**

- **BD:** Industrial Technology-Multi Media Industries Focus Area. Also, products developed cannot be used as all or part of a body of work in Visual Arts or Design and Technology.
- **CEC:** Photography, Video and Digital Imaging. Refer to BOS exclusions list for further information.

**Some modules also part of Traineeship course?**

- No

### Advanced Standing in other TAFE courses (Note: All TAFE courses are AQF credentials)

- 7872 Certificate IV in Digital Arts and Media

### Who is this course for?

- Preliminary and HSC year students

Learners interested in developing a range of foundation skills and knowledge in Digital Arts design and resource creation and contemplating starting a career as an active artist in that industry.

### What is this course about? What will students be doing?

Depending on modules/competencies chosen, successful students will:

- develop sound design skills for a range of Digital arts products
- become familiar with the structure of the Digital arts industry, its products and relevant organisations
- work safely, harmoniously and effectively with others and maintain a secure and productive workplace for staff and others
- develop basic technical skills in areas of resource generation and manipulation for text, drawings, photographs, video and audio.

### Recognition from HSC to TAFE courses (credit transfer opportunities)

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### Course Content

<table>
<thead>
<tr>
<th>TAFE Module Names</th>
<th>Unit of Competency Code</th>
<th>Module Number</th>
<th>Module Weight</th>
<th>Nominal Module Hours</th>
<th>Cost Category</th>
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</thead>
<tbody>
<tr>
<td>Digital Arts Industry Studies</td>
<td>CUFGEN01A</td>
<td>7833A</td>
<td>27</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>OH&amp;S for Digital Arts</td>
<td>CUFSAF01A</td>
<td>7833B</td>
<td>6</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

**Select modules that total the hours for the course unit value needed.**

**For TP Cert II CUF20601 eligibility complete**
- the TWO modules in Group 1 and
- modules TO A TOTAL WEIGHTING OF 14 from Group 2

**Group 3 (Elective Additional) modules are strongly recommended for students seeking employment outcomes in digital imaging industry environments.**

#### Group 1- Industry Core (Complete both modules)

- Digital Arts Industry Studies
- OH&S for Digital Arts

#### Group 2- Elective Modules (Complete modules to at least a weighting of 14 for Cert II eligibility)

- Using commercial computer packages
- Identify components of multimedia
- Exploring the Internet
- Understanding the Internet
- Computer essentials
- Text development for Multimedia
- Digital Arts research
- Design for the digital arts (intro)
- Digital Arts project
- Hardware and Applications for the Digital Arts
- Photography for Digital Arts
- Video recording for Digital Arts
- Digital video presentation
- Digital audio presentation
- Drawing for Digital Arts (intro)
- Digital drawing presentation

#### Group 3- Elective Additional

(NB: Students seeking a career in Digital Arts are strongly advised to complete these modules to strengthen their potential employment outcome from this course.)

- Audio recording for Digital Arts
- Digital Arts typography (Introduction)

### Additional Information:

**Nominal Course Hours**: 108 min - 264

*Updated August 2004*