

# creative industries (media)

Swinburne University of Technology - Wantirna

<b>Course Code &amp; Name:</b>		<b>Certificate II in Creative Industries (Media) CUA20215</b>  Current for 2020
<b>Course Aims:</b>		The course is designed to develop skills and knowledge of media design, production and promotion. Along the way, students will develop their story telling, planning and communication skills to create a dynamic media product in a collaborative setting. It is an excellent 'single year' VET option, as students will obtain the full Certificate II qualification after successful completion of all units.
<b>Course Delivery</b>	<b>Location and Times:</b>	<b>Year 1:</b> Swinburne University of Technology, 369 Stud Road, Wantirna Wednesday 9:00am-3:00pm
	<b>Mode of Delivery:</b>	Classroom
	<b>Duration:</b>	1 year part time

## On successful completion of this program the student will achieve:

<b>Credit towards VCE/VCAL</b>	<b>VCE:</b>	Eligible for 3 units at 1-2 level (1, 2, 1). <b>ATAR Contribution:</b> No ATAR contribution – credit is at Units 1 and 2 only.
	<b>VCAL:</b>	This program contributes to the Industry Specific Skills Strand of VCAL.
	<b>Qualification:</b>	A nationally recognised qualification: <b>CUA20215 - Certificate II in Creative Industries (Media)</b>

<b>Additional Requirements/ Information:</b>	<b>Name of RTO &amp; Provider of Qualification:</b>	Swinburne University of Technology ( <i>TOID 3059</i> )
	<b>RTO Student Information:</b>	Please refer to <a href="http://www.swinburne.edu.au/policies-regulations/">http://www.swinburne.edu.au/policies-regulations/</a> and <a href="http://www.mullumvetcluster.com.au">www.mullumvetcluster.com.au</a> for student rights and responsibilities whilst on campus.
	<b>OHS / Personal Protective Equipment:</b>	N/A
	<b>Excursions:</b>	N/A
	<b>Work Placement:</b>	Not required but recommended.
	<b>Other:</b>	<b>Please note this course is subject to change.</b>

## Units of Competency:

Unit Code	Unit Name	Nominal Hours	Compulsory / Elective
CUACAM201	Assist in a basic camera shoot	30	E
BSBDES201	Follow a design process	40	E
CUADIG202	Develop digital imaging skills	50	E
BSBDES202	Evaluate the nature of design in a specific industry context	30	E
ICTWEB201	Use social media tools for collaboration and engagement	20	E
CUAWHS302	Apply work health and safety procedures	10	C
BSBWOR203	Work effectively with others	15	C
CUAIND201	Develop and apply creative arts industry knowledge	20	C
BSBCRT101	Apply critical thinking techniques	20	E
CUAACD101	Use basic drawing techniques	50	E
<b>Total Hours</b>		<b>285</b>	

<b>FUTURE PATHWAYS &amp; OPPORTUNITIES</b>	<b>Complementary studies:</b>	<ul style="list-style-type: none"> <li>• Art/Studio Arts</li> <li>• Information Technology</li> <li>• Media Studies</li> <li>• Visual Communications and Design</li> </ul>
	<b>Pathways:</b>	<ul style="list-style-type: none"> <li>• Certificate III in Screen and Media</li> <li>• Certificate IV in Screen and Media</li> <li>• Diploma/Advanced Diploma in Screen and Media</li> </ul>
	<b>Possible Future Career Opportunities:</b>	<ul style="list-style-type: none"> <li>• Games Developer</li> <li>• Graphic Designer</li> <li>• Media Producer</li> <li>• Multimedia Developer</li> <li>• Photographer</li> <li>• Publisher</li> <li>• Digital Designer</li> </ul>

# creative

