COURSE INFORMATION
The Multimedia focus area provides opportunities for students to develop knowledge, understanding and skills in relation to multimedia. Multimedia can be described as works featuring one or more of text, graphic, video, animation, hypermedia (web) or audio media components.

Core modules develop knowledge and skills in the use of a range of media types which are enhanced and further developed through the study of specialist modules. Students often have the option to choose the media type they wish to specialise in.

Students undertake a range of practical experiences and projects that occupy the majority of course time. These experiences aim to develop knowledge and understanding of and skills in designing, producing and evaluating. Projects may include:
- Image manipulation portfolios and posters
- Music/audio and/or video productions
- Professional desktop publishing projects such as brochures incorporating graphical and textual content
- Animation and game creation
- Web pages with interactive elements
- User interface designs for computer and phone applications

Students will gain skills in the use of industry standard software packages including:
- Adobe Photoshop
- Adobe Flash Professional
- Adobe Captivate
- Adobe Dreamweaver
- Adobe InDesign
- Adobe Acrobat Professional
- Adobe Illustrator

HOW IS STUDENT ACHIEVEMENT ASSESSED IN THIS COURSE?
- Participation in practical experiences
- Examinations (theory and practical)
- Digital student portfolios


PREPARATION FOR RELATED SENIOR COURSES: It may be helpful to study Information & Software Technology with Multimedia in Years 9 and 10 if you intend studying the above related Stage 6 courses, have a genuine interest in computing or wish to pursue a career in a computing strand, but it is not essential.