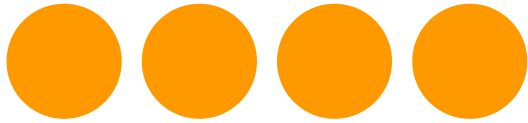
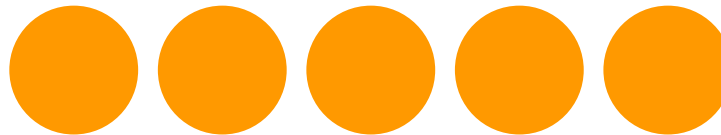


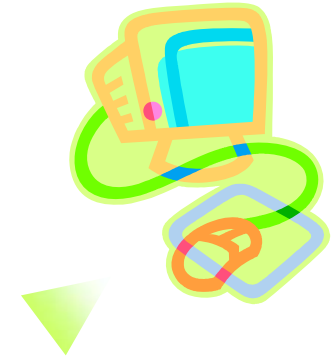
## General Information



Design and Technology aims to develop enterprising skills and attributes that equip students to identify, create, initiate, and successfully manage the development of products, processes, or systems. They will learn to reflect on, evaluate, and build on their achievements. The study of Design and Technology is designed to give students the skills and knowledge to use tools, materials, and systems safely and competently, and to apply technological processes to complete a project as individuals and in teams. It gives students the opportunity to explore and develop technologies and demonstrate insight into the future uses of technology. They will critique issues and the impacts of technology, including social and ecological outcomes.



Trinity College Senior



## Stage 2

## Design and Technology MULTIMEDIA

(HESS-R)

**Group 2 Subject**



# Stage 2

## D and T: MULTIMEDIA

### Course Structure

This is a 2-unit subject that is practically oriented. Students will solve technological problems using design strategies to develop solutions to their design proposals and outcomes. These will be based on their knowledge and understanding in critiquing, designing, and making technological products, processes, and systems relating to the focus area chosen.

### Assessment

Critiquing Task	10%
Product Design and Realisation	60%
Specialised Skills Task	30%

Communication Products (Multimedia) involves the use of symbols, signs, behaviour, speech, images, sound, or signals to transmit information. It is about designing and making products to communicate information.

Students develop design briefs that demonstrate the use of a variety of strategies to develop ideas, responding to the information identified. They make sound decisions about materials and techniques, based on their understanding of the physical properties and working characteristics of materials. For example, they identify product characteristics and make critical judgments about the design and manufacture of products and systems. They work with a range of tools, materials, equipment, and components to a high degree of precision, while implementing safe working practices. They demonstrate an understanding of the needs and values of a range of users to design and manufacture products or prototypes that fit a chosen design brief. They produce outcomes that demonstrate knowledge and skills associated with using graphic media, both manual and digital. They develop the ability to evaluate outcomes against the design brief.

Students investigate, analyse, and critique a broad range of products, processes, and production techniques used in industrial situations. This information can be used to create potential solutions through the design and manufacture of models, prototypes, products, processes, and systems. Students identify conflicting demands on their design, taking cost, ethical, cultural, and environmental issues into account. They explain how their ideas address these demands and use this analysis to produce proposals for the present and the sustainable future.

### Careers

Information Technology professionals have a wide range of roles in industry from integrating existing components into larger systems, to designing efficient software for small-scale devices such as mobile phones.

Information Technology is a rapidly growing area with cutting-edge applications such as bioinformatics and advanced physics. Almost every sector of the workforce uses information technology in some form.

Information Technology provides a good base for tertiary education, vocational education or professions including:

- ⇒ Computer Science
- ⇒ Multimedia
- ⇒ System Analysis
- ⇒ E-commerce
- ⇒ Database Administration
- ⇒ Web Application Developer
- ⇒ Web Application Developer
- ⇒ Interactive Game Developing

It is also a useful foundation in other professional fields such as:

- ⇒ Business and Commerce
- ⇒ Medicine
- ⇒ Law
- ⇒ Education
- ⇒ Engineering

