CUA51015 DIPLOMA OF SCREEN AND MEDIA

This qualification reflects the role of individuals who possess a sound theoretical knowledge base and use a range of specialised, technical or managerial competencies to plan, carry out and evaluate the work of self and/or team in the film, television, radio and interactive media industries.

Duration
Full time - 47 weeks

Mode of Study
On Campus

Further Study Pathways
After achieving this Diploma individuals, may be eligible for credit against a Bachelor Degree at a variety of universities. For further information see the pathways brochure at www.scei.edu.au or contact individual universities.

Employment Opportunities
This Diploma course will provide individuals with employment opportunities in digital content industries. Job roles may include:
• Animation/visual effects designer
• Interactive media developer
• Interface designer
• Game Designer
• Storyboard writer
• 3D Graphic Designer
• 3D Graphic Modeller

Assessment
Assessment is both formative and summative and may include a combination of presentations, practical, projects, written assessments and activities.

Entry Requirements
To ensure an appropriate learning opportunity, candidates need to demonstrate a capacity to undertake study at Diploma level, this can be demonstrated via the following:
• Successful completion of Year 11 or the equivalent level of study or mature aged entry
• Successful completion of SCEI’s Language, Literacy and Numeracy test OR successfully completed an accredited Language, Literacy and Numeracy test
• Participants must be aged 18 or above

Campus Available
Melbourne, Adelaide

Units of Competency
CUAPP505  Establish and maintain safe creative practice
BSBCTR501  Originate and develop concepts
CUAND502  Maintain and apply creative arts industry knowledge
CUADIG503  Design e-learning resources
CUADIG504  Design games
CUADIG506  Design interaction
CUAANM502  Create 3D digital environments
CUAANM302  Create 3D digital animations
CUAANM501  Create 3D digital character animation
CUADIG402  Design user interfaces
CUADIG403  Create user interfaces
CUAPP407  Create storyboards
CUAANM401  Create advanced 3D digital models
CUAANM301  Create 3D digital models
CUAANM303  Design 3D digital models
CUAANM401  Create advanced 3D digital models
CUADIG402  Design user interfaces