



Information Technology – Games Creation

Qualification: Partial completion of ICA30105 Certificate III in Information Technology

Partial completion of the Certificate III in Information Technology (Games Creation) program is designed to introduce and engage enthusiastic and passionate students to the game industry. The program is an ideal introduction to enter the world of game development. Students undertake a range of learning experiences including caring for and installing computer hardware, creating and editing digital images, programming games and creating 2D digital animations, using advanced features of computer applications, building and maintaining a gaming website, web administration and client support.

RTO Chisholm

Time | Venue

Sandringham College - Holloway Road, Sandringham
Wednesday 8.45-12.15pm TBC depending on numbers
Wednesday 1.30-5.00pm TBC depending on numbers

Work placement

Students will gain industry exposure through industry tours and guest speaker opportunities.

Selection Criteria

Student suitability decided by home school/ referral by home school to program.
Mandatory Information Night at Sandringham College.
Interview to discuss program expectations and student suitability.

Sample Program Outline

Care for and install computer hardware
Create and edit digital images
Programme games and create 2D digital animations, using advanced features of computer applications
Build and maintain a gaming website, web administration and client support.

Materials Basic stationery is required for written components and a USB memory drive.

Contribution

VCAL counts towards Industry Related Skills strand
VCE eligible for a Units 3 and 4 sequence (Block Credit) each year (new course – credits to be confirmed)

Future Employment Opportunities Completing this certificate course provides a pathway to the higher level Certificate IV and into the Diploma. The focus of the course is on three main roles in the games industry: Games Designer, Games Programmer, and Games Artist. This program prepares students for employment operating under supervision as a junior games developer in the IT, multimedia and games industry.