

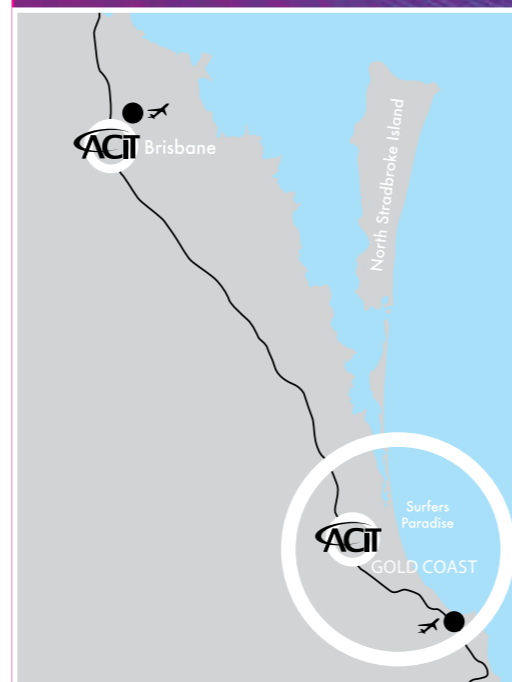
CERTIFICATE IV IN IT MULTIMEDIA WEB DESIGN



INTERNATIONAL STUDENTS PREREQUISITES

- IELTS LEVEL 5.5 (if English is not your first language).
- Australian year 10 or equivalent. Eg. G.C.E.O LEVEL
- Certificate II In Information Technology

Offer of course subjects is subject to student number viability. Information in course summaries is subject to change prior to commencement of course subjects. This document, together with the pre-enrolment information and course subject outlines form the full and complete description of this course.



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MULTIMEDIA WEBSITE DESIGNER

- ICA40805 Certificate IV in Information Technology (Multimedia - Web Design)
- ACIT Professional Website Designer



Australian College of Information Technology
CREATING WORLD CLASS I.T. PROFESSIONALS SINCE 1995



OVERVIEW

This Certificate IV in Information Technology (Multimedia- Web Design) is for anyone seeking a successful career in Web Design, creating multimedia for the Internet or other forms of digital distribution. The course provides students with skills in Internet and interactive multimedia technologies. The focus is towards the creation of multimedia resources for a range of industry and business applications.

The content addresses skills in industry standard Internet and multimedia development such as 2D animation, multimedia authoring, industry issues, multimedia design concepts and multimedia production techniques. The course will provide a broader skill base with an understanding of programming skills such as HTML, Photoshop, Illustrator and Flash Action Script.

The course incorporates extensive project work covering areas of Web authoring, design and publishing.

VOCATIONAL OUTCOMES

- Digital Media Producer
- Multimedia Designer
- Website Designer
- Multimedia Developer
- Graphic Designer
- Multimedia CD Production
- Advertising Production
- Multimedia Author



COURSE SUBJECT

The Certificate IV in Information Technology (Multimedia-Web Design) contains 6 subjects . Each subject is designed as a self-standing professional course, covering a specific IT subject in detail. Each subject consists of a specified number of hours, which may include lectures, tutorials, practical exercises, assignments, and directed private study.

CREATIVE DESIGN CONCEPTS/GRAPHIC ART DESIGN

Students will learn creative design techniques using Photoshop. These skills will form the foundation for higher level multimedia and creative design work and will prepare students for a progressive career in the creative design industry. Topics include:

- Getting Started with Adobe Photoshop and Illustrator CS4
- Working with Layers
- Making Selections
- Incorporating Color Techniques
- Placing Type in an Image
- Using Painting Tools
- Working with Special Layer Functions
- Creating Special Effects with Filters
- Enhancing Specific Selections
- Adjusting Colors
- Using Clipping Masks, Paths, and Shapes
- Transforming Type

- Liquifying an Image
- Performing Image Surgery
- Annotating and Automating an Image
- Creating Images for the Web

XHTML WEBPAGES

Students gain experience developing Web pages in a text editor. Students also learn how to use Cascading Style Sheets (CSS) and study the basics of Extensible Hypertext Markup Language (XHTML), JavaScript, Dynamic HTML (DHTML), and the Document Object Model (DOM). After completing this course, students will be able to create simple Web pages containing text, graphics, hyperlinks, tables, forms and frames.

DREAMWEAVER

Students should gain an understanding of how to implement and maintain hypertext-based Websites using authoring and scripting languages; create Web content; use Web management tools; and apply human-factor principles to design. The skills covered in this Subject are essential for Web authors, marketing and communications professionals, PR professionals, Webmasters, desktop designers, technical writers, and library scientists. The Subject teaches students how to create and manage Websites with Dreamweaver. Students will also implement the latest strategies to develop third-generation Websites, evaluate design tools, discuss future technology standards, and explore the incompatibility issues surrounding current browsers. The course focuses on theory, design and Web construction, along with information architecture concepts, Web project management, scenario development and performance evaluations. Topics include:

- Website Development and Dreamweaver 8
- Creating a Dreamweaver Web Page and Local Site
- Adding Web Pages, Links, and Images
- Tables and Page Layout
- Forms
- Templates and Style Sheets
- Layers, Image Maps, and Navigation Bars
- Page Layout with Frames
- Animation and Behaviours
- Media Objects
- Dreamweaver Web Photo Album



WEB DESIGN PROJECT

The design project provides the opportunity for students to integrate and coordinate their knowledge and skills within a substantial practical project. Students will have the opportunity to utilise the skills gained in the preceding subjects to produce tangible outputs. Projects may be undertaken for a real-world client. The project will involve the design and development of a marketing orientated Website.



FLASH

Students will learn how to create professional looking Web graphics that incorporate animation and interactivity using Flash. Topics include:

- Getting Started with Flash
- Drawing Objects in Flash
- Working with Symbols and Interactivity
- Creating Animations
- Creating Special Effects
- Preparing and Publishing Movies
- Importing and Modifying Graphics
- Building Complex Animations
- Using ActionScript
- Adding Sound and Video
- Using Advanced ActionScript
- Working with Behaviours and Components



PROFESSIONAL PRACTICE

In this subject students learn to conduct research in order to access, increase and update knowledge of the film, television, radio and multimedia industry, including the role of different industry sectors, and the impacts of changing technology. This knowledge underpins effective performance in all sectors. In undertaking research tasks students will:

- Seek information on the structure and operation of the industry
- Seek information on industry employment obligations and oppoort Subjecties
- Seek information on new technology
- Apply informal and formal research to update general knowledge of the industry

