VET Information Night

Screen and Media (Game Design and Animation Focus)



Collingwood College Thursday 27th October 2022

Presented by:

Simone Biancalani, Elise Clinton and Deva Chandra

Who is IMVC?

We support young people on the journey of transition from school to work and independence.

Vocational Education & training

- VETDSS
- Short courses like MAP
- Certified courses for postschool learners

Case-management services

- Jobseekers transitioning to work
- Young people living in of home care transitioning to living independently



Upskill for work

- Career exploration
- Work-readiness courses
- Jobs and career advice
- RSA, RSF

Young people transitioning from dependence to independence

Advocacy

- for Jobseekers
- Contribute to the national youth and disability agendas and policies

Connect with industry

- Industry immersion
- Traineeships
- Mentoring

Link to services they might need

- Mental health support
- Housing services
- Health and wellbeing services
- Disability services









2023 VET Programs

In 2023, the Inner Melbourne VET Cluster in conjunction with The Academy of Interactive Entertainment (AIE) will offer:

Certificate III in Screen and Media (Game Design and Animation Focus)

Delivered at Collingwood College

CUA31020 Certificate III in Screen and Media (Game Design and Animation Focus)

This program introduces students to the many career opportunities available for 3D artists, animators, and designers.

Focuses on 3D animation and game design, providing students with an understanding of the creative potential and application of 3D animation and game software in the game development, television and film, and visual effects industries.





Contribution to VCE/VCAL/Vocational Major

Screen and Media (Game Design and Animation Focus)

VCE/VCAL/VM: Students may be eligible to receive recognition of up to four units of credit: two units at the Units 1 & 2 level and where students undertake additional training and achieve a Units 3 and 4 sequence may be eligible for an increment towards their ATAR.

ATAR: This subject does not have a study score and therefore cannot contribute towards the student's primary four. Students who receive a Units 3 & 4 sequence may be eligible for a 10% increment towards their ATAR (10% of the lowest result of your primary four scaled studies). Please note the student must already have English and three other fully scored VCE/VET subjects to create the primary four. VCAL and the VCE Vocational Major do not contribute towards an ATAR.

Program Delivery

Program	Venue	Day and Time
Screen and Media (Game Design and Animation Focus)	Collingwood College	Wednesday 1:45pm – 5:00pm

Course Outline

Please refer to the information booklets for course outline.

Course Content – Screen and Media (Game Design and Animation Focus)

Course Content

- Apply work health and safety practices
- Follow a design process
- Create 3D digital animations
- Students will explore and apply creative design process to 3D forms creation
 of a functioning game demonstrating: Animation, Level design, Menus, game
 design and game mechanics

Work Placement Requirements

Work placement is not required

Skills students should possess – Screen and Media

(Game Design and Animation Focus)

This course is ideal for students who are:

- Capable of working with people in a team
- Curious and creative
- Interested in creating stories and characters
- Comfortable with operating computers
- Thinking about a career in media television, film, games development, etc.
- Comfortable with learning new software

Attendance and Punctuality Requirements

Attendance

Students must attend all classes. An allowance of two absences a Semester or four for the year is allocated to students. An additional two approved absences is allowed for school camps, excursions etc. Where possible, students need to notify their VET Coordinators, trainers and/or their workplace in advance.

Punctuality

All students are expected to arrive on time to class. Students who arrive late will miss class content and will be required to catch up in their own time to complete the work.

Missing one class of VET is equal to missing a week of school.

Reports

- Schools will receive an interim VET report at the end of Term 1.
- Semester reports are distributed at the end of Semester 1 and 2.
- Statements of Results (issued at the end of the first year) and Certificates (issued at the end of the second year) listing all units of competencies completed, will be issued upon successful completion.
- These are sent directly to the student's home school.

Please note, completed Certificates might not be sent until the following year, in accordance with graduation processes from the various training providers.

Program Costs

All VET programs facilitated through the IMVC attract costs. Through the clustering arrangement these costs are kept to a minimum where possible.

Please note: Please contact your school's VET Coordinator. All fees will be invoiced to schools after Census date usually in March. Once a student has commenced the course, the fees will not be refunded.

Communicating to Students

All correspondence and administrative issues will be communicated to students via their school-based VET Coordinator.

Occasionally, it may be appropriate to contact the student via SMS (e.g. to inform of a cancelled class) or email.

Parents must communicate directly with their school VET Coordinator and not initiate direct communication with VET trainers.

Confirming Expressions of Interest

Expression of Interests will be processed in late October.

Schools will be notified in November of the status of their students' Expressions of Interest.

Letters should be sent to students and parents by schools confirming enrolments by the end of November.

Questions

Further course information can be found in the Information Booklets and the 2023 VET Course Guide here:

www.courseguide.imvc.com.au