



## Diploma of Information Technology (Multimedia) NTIS ICA50905

### The AIT Standard

The Academy of Information Technology (AIT) strives to prepare and train individuals with contemporary IT, multimedia and business management skills to become successful professionals with creative and commercial IT enterprises.

AIT's unique teaching method and dynamic curriculum provides students with a stimulating environment that helps to foster imaginations and arms them with the skills needed to achieve a career of their choice.

AIT uses the latest cutting-edge technology, motion capture (digitised human movement) and Virtools (a game engine) to develop the abilities required in the creative media industry. AIT provides students with the skills, knowledge and equipment to stand out as an accomplished multimedia, business and IT professional.

### Multimedia

Multimedia involves a number of technologies that allow visual and audio media to be combined in new ways for the purpose of communicating. Applications include entertainment, education and advertising purposes. All modern societies are strongly influenced by various multimedia productions, which touch each of us in many different ways in our professional and personal lives – it may be a television program, an iPod file, the latest X-box game or a business website. In recent years, the scope of multimedia has taken on different meanings to an everincreasing audience and will continue to evolve as new technologies and applications develop.

### Program Overview

AIT's unique multimedia program offers students comprehensive skills in design, animation, web, audio/video, IT and games design. AIT's courses are designed to produce digital media professionals that are industry ready and equipped for creative IT and multimedia careers.

These combined skills are fundamental for developing complex multimedia productions, like computer games. At AIT, we are not only training multimedia specialists but also gaming geniuses. For all students interested in games, we recommend students continue with AIT's Advanced Diploma of Multimedia, which focuses heavily on Games Development.

### Target Audience

This qualification is aimed towards individuals who wish to obtain a breadth of knowledge and skills in the field of multimedia. This includes both domestic and international students. It is recommended that potential students for this program will have some background and interest in both multimedia and information technology. Many students moving into this program have previously completed some level of training in industry, in previous Certificate or Diploma qualifications or in High School.

### Scope of Study

A combination of training techniques is used by AIT to foster a constructive and beneficial learning environment for students. The range of subjects include:

- Internet Fundamentals
- Digital Images
- Presentation Skills
- Introduction to Cinema
- Introduction to 3D
- Digital Film-making
- Animation
- Commercial Internet
- Small Project Management
- 3D Character Modelling
- Database Systems
- Media Interactivity
- Client Project
- Development Project
- Professional Development

### Careers in Multimedia

This qualification will give students the opportunity to work in numerous industries such as film, animation, media, movie, IT, games, advertising and graphic design. Job opportunities may include working at production houses, digital workshops, design studios and more. Specific careers include:

- Audio/ Video Engineer
- Digital Media Specialist
- Games Development Producer
- Multimedia Designer
- Streaming Media Specialist

### Industry Standard Training

AIT strongly believes in teaching students skills that will be useful to them, and relevant in the workplace or further University studies. We train students how to use software used by industry professionals:

- Adobe Creative Suite (Photoshop, Illustrator & InDesign) for design
- Autodesk 3ds max for 3d animation
- Macromedia Flash for 2d animation and games
- Adobe Premier for audio-visual editing
- Virtools for 3d interactive game development

AIT recognises the importance of solid, practically based skills especially in the creative IT industry. At AIT students develop their own professional portfolio, which includes all their creative efforts throughout their program of study. Their multimedia portfolio will help them present their skills to prospective employers, or help in applying for a University degree.



## Curriculum

AIT consults with various industry and academic professionals who form the AIT advisory committee. This committee ensures that AIT's curriculum is of a high standard, and that our graduates make valued contributions in the workforce to employers and Universities.

## Industry Associations

AIT staff are active members of the Australian Interactive Media Industry Association (AIMIA), Graphic Arts Services Association of Australia (GASAA) and the Games Developer Association of Australia (GDAA) which all promote the commercial development and growth of the multimedia and/or games industries in Australia.

## Teaching Techniques

AIT teaching methods are based on a combination of interactive face to face classes and practical tutorials. Our teachers are highly experienced in the fields they teach, friendly and always ready to help you. This warm learning environment allows students the opportunity to maximize their learning potential.

## Intake Dates

4 <sup>th</sup> January 2010	5 <sup>th</sup> July 2010
8 <sup>th</sup> March 2010	30 <sup>th</sup> August 2010
3 <sup>rd</sup> May 2010	25 <sup>th</sup> October 2010

## Entry Requirements

The following units of competency are prerequisites for this qualification as they contain the basic fundamentals of knowledge and skills for this qualification:

BSBCMN106A	Follow workplace safety procedures
ICAD2012A	Design organisational documents using computing packages
ICAU1128A	Operate a personal computer
ICAU2005A	Operate computer hardware
ICAU2006A	Operate computing packages
ICAU2013A	Integrate commercial computing packages
ICAU2231A	Use computer operating system
ICAW2001A	Work effectively in an IT environment
ICAW2002A	Communicate in the workplace

Competency in these prerequisite units may be obtained in a variety of methods including the completion of the Certificate II in Information Technology (ICA20105) or recognition of prior learning (RPL). Students may also be eligible to study the additional subject: Workplace Skills to achieve these pre-requisites (additional tuition fee would apply).

As all lessons and assessments are conducted in English, an adequate level of English is strongly recommended. This includes suitable levels of competence in reading, writing, and comprehending the English language. International students must comply with DIAC requirements and should have an IELTS or equivalent score of 5.5 or above.

## Recognition of Prior Learning

Recognised Prior Learning (RPL) is also considered for students who are applying to AIT, who have completed Certificate, Diploma or Degree programs elsewhere. AIT recognises the AQF qualifications and statements of attainment issued by any other registered training organisation. Proof of qualification or experience must be sighted. Note also, RPL must be applied for by students within their first two weeks of commencement. Any applications for RPL may not be considered after this time. Further information regarding RPL or Credit Transfer is located in the Student Handbook found on our website.

## University Credit Arrangements

AIT's Diploma courses are widely recognised by Australian Universities as being of comparable quality to their own. Consequently, AIT has made arrangements with 15 of Australia's most reputable Universities, which will allow successful applicants entry with advanced standing.

AIT can assist all AIT diploma and advanced diploma students who wish to further their education at University, to apply to the University of their choice.

## Student Assistance

Students having difficulties due to language literacy and numeracy may seek assistance, to be assessed and counseled. External professional counseling can and will be arranged when necessary.

## Duration

Three semesters of 16 weeks and one semester of 8 weeks, 20 hours face to face teaching per week.

## Pricing Schedule 2010

Local Students: \$5,000 per semester

International Students: \$5,500 per semester

All Students: Enrolment Fee of \$200

**Overseas Student Health Cover** \$374 p.a

OSHC is a compulsory requirement of a students visa. This is a service that may be organised by AIT for students who have not yet arranged their own cover.

**Homestay Placement** \$165 (+gst)

**Airport Pickup** \$120 (+gst)

These services can be arranged to make our students feel welcome and secure. The airport pick-up service escorts our students to their accommodation.

All prices are subject to change at the discretion of AIT. Please contact AIT to ensure current prices match this document.