



Australian Government

ICT50915 Diploma of Digital Media Technologies

Release: 2

ICT50915 Diploma of Digital Media Technologies

Modification History

Release	Comments
Release 2	This version released with ICT Information and Communications Technology Training Package version 2.0. Release 2 created to update unit codes.
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Qualification Description

This qualification provides the skills and knowledge for an individual to be competent in designing, developing and refining digital media technologies as an independent information and communications technology (ICT) specialist or as part of a team. It provides the opportunity to work in new and emerging digital media technology areas, such as online, and interactive design and development, and with tools and equipment, such as software, Web 2 tools, technologies and mobile devices.

Licensing/Regulatory Information

No licensing, legislative or certification requirements apply to this qualification at the time of publication.

Entry Requirements

Nil

Packaging Rules

Total number of units = 18

7 core units *plus*

11 elective units

The elective units consist of:

- up to 11 from the elective units listed below
- up to 3 from elsewhere in ICT Information and Communications Technology Training Package
- or any other Training Package or accredited course at Diploma or Advanced Diploma level.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

BSBCRT501 Originate and develop concepts

BSBWH501 Ensure a safe workplace

ICTGAM504 Manage interactive media production

ICTICT418 Contribute to copyright, ethics and privacy in an ICT environment

ICTICT419 Work effectively in the digital media industry

ICTICT515 Verify client business requirements

ICTPMG501 Manage ICT projects

Elective units

CUADIG502 Design digital applications

CUADIG503 Design e-learning resources

CUADIG504 Design games

CUADIG507 Design digital simulations

CUAPOS201 Perform basic vision and sound editing

CUAPOS401 Edit screen content for fast turnaround

CUASOU307 Record and mix a basic music demo

CUASOU504 Produce sound recordings

CUAPHI504 Employ specialised imaging technologies

ICTDBS504 Integrate database with a website

ICTDMT501 Incorporate and edit digital video

ICTGAM507 Develop intermediate 3-D software for games and interactive media

ICTGAM511 Manage testing of games and interactive media

ICTGAM512 Create and implement designs for a 3-D games environment

ICTGAM514 Design and create models for a 3-D and digital effects environment

ICTICT406 Build a graphical user interface

ICTICT511 Match ICT needs with the strategic direction of the enterprise

ICTICT514 Identify and manage the implementation of current industry specific technologies

ICTPRG409 Develop mobile applications

ICTPRG413 Use a library or pre-existing components

ICTPRG418 Apply intermediate programming skills in another language

ICTPRG425 Use structured query language

ICTPRG527 Apply intermediate object-oriented language skills
ICTSAD504 Develop and conduct client acceptance test
ICTWEB429 Create a markup language document to specification
ICTWEB501 Build a dynamic website
ICTWEB516 Research and apply emerging web technology trends

Qualification Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICT50915 Diploma of Digital Media Technologies (Release 2)	ICT50915 Diploma of Digital Media Technologies (Release 1)	Updated unit codes.	Equivalent qualification

Links

Companion volumes available from the IBSA website:

http://www.ibsa.org.au/companion_volumes -

http://companion_volumes.vetnet.education.gov.au/Pages/TrainingPackage.aspx?pid=18