



**Australian Government**

# **TAE80312 Graduate Certificate in Digital Education**

**Release: 1**

# TAE80312 Vocational Graduate Certificate in Digital Education

## Modification History

Release	Comments
Release 1	This Qualification first released with <i>TAE10 Training and Education Training Package version 3.0</i> .

## Description

This qualification reflects the roles of individuals who apply substantial specialised skills and knowledge in the field of education and capability development, using ICT.

In these roles they make high-level, independent judgements in major planning, design, operational and educational outcomes within highly varied and specialised contexts.

The qualification is designed to enhance, but not replace, a teaching or training qualification. As may be seen below, it may apply to a range of jobs.

### Job roles

Possible roles relevant to this qualification include:

- educator, including teacher, trainer or facilitator
- school principal
- educational manager
- school-based technician, including TAFE or tertiary sector technician
- learning and development consultant
- RTO manager or head of department
- organisational learning and leadership manager
- training manager
- workforce capability development leader
- workforce planner
- educational professional working in an RTO
- manager providing research or information related to career development.

In addition, the qualification may relate to pre-service teachers and continuing registration requirements.

## **Pathways Information**

### **Pathways into the qualification**

Candidates may enter the qualification through a number of preferred entry points demonstrating potential to undertake study at graduate level, including any of the following:

- with a relevant Diploma or Advanced Diploma, or higher education qualification, combined with relevant educational practice
- with a relevant Certificate IV in Training and Assessment together with significant relevant vocational practice
- for those pursuing a non-teaching role: with extensive relevant vocational practice, without formal qualifications.

### **Pathways from the qualification**

After achieving this qualification, candidates may undertake other vocational graduate qualifications or higher education sector qualifications.

## **Licensing/Regulatory Information**

There is no direct link between this qualification and licensing, legislative and/or regulatory requirements. However, where required, a unit of competency will specify relevant licensing, legislative and/or regulatory requirements that impact on the unit.

## **Entry Requirements**

There are no entry requirements for this qualification, nor are there prerequisite requirements to any units of competency listed below in the packaging rules.

## Employability Skills Summary

The following table contains a summary of the employability skills required by industry for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Employability skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> <li>• writing and presenting high-level reports</li> <li>• interpreting and communicating legislation pertaining to privacy, copyright and protection of information in an IT environment</li> <li>• discussing options with stakeholders</li> <li>• communicating concepts and solutions to colleagues and learners</li> <li>• generating and presenting ideas and concepts</li> <li>• discussing and troubleshooting technical issues</li> </ul>
Teamwork	<ul style="list-style-type: none"> <li>• leading teams concerned with planning and evaluating the production of digital media content</li> <li>• determining and directing team tasks and goals</li> <li>• cultivating collaborative team cultures in an IT environment</li> </ul>
Problem-solving	<ul style="list-style-type: none"> <li>• analysing digital media technology and software requirements</li> <li>• diagnosing application and software problems and identifying solutions</li> <li>• developing strategies to overcome identified barriers to installation within time and budget restrictions</li> <li>• resolving technical issues by modifying design and developing solutions</li> </ul>
Initiative and enterprise	<ul style="list-style-type: none"> <li>• transferring and applying theoretical concepts and technical or creative skills to a range of digital media situations</li> <li>• managing issues and providing solutions within established guidelines</li> </ul>
Planning and organising	<ul style="list-style-type: none"> <li>• planning and developing a digital media design that meets project-specific actions</li> <li>• designing the production cycle and project plan for a digital media product</li> <li>• adapting plan to suit specific features of site</li> </ul>
Self-management	<ul style="list-style-type: none"> <li>• taking personal responsibility and demonstrating autonomy in performing challenging technical operations</li> <li>• meeting copyright, ethical and privacy standards in the</li> </ul>

<b>Employability skill</b>	<b>Industry/enterprise requirements for this qualification include:</b>
	areas of security, legal, moral and ethical practice
Learning	<ul style="list-style-type: none"> <li>• maintaining knowledge of digital media tools and software applications</li> <li>• keeping up-to-date and maintaining own competence</li> <li>• investigating and becoming familiar with current privacy, copyright and security legislation</li> <li>• providing suitable training and assessment opportunities for work team members</li> <li>• providing training to customers on system, product, product features and facilities</li> </ul>
Technology	<ul style="list-style-type: none"> <li>• facilitating convergence of many integrated and emerging technologies</li> <li>• selecting and using software and hardware diagnostic tools for digital media contexts and environments</li> <li>• using digital tools and connectivity technologies</li> <li>• investigating technology options for wireless and wired connections in LAN and WAN settings</li> </ul>

## Packaging Rules

**Total number of units = 5**

**3 core units *plus***

**2 elective units** of which:

- at least 1 unit must be from Group A or Group B below
- 1 unit from the same group as the first elective chosen, or from any accredited course or endorsed Training Package at Vocational Graduate Certificate level or above.

### **Core units**

TAEDEL801A Evaluate, implement and use ICT-based educational platforms

TAEDEL802A Use e-learning with social media

TAELED801A Design pedagogy for e-learning

### **Elective units**

#### **Group A Educational practitioners**

TAEASS801A Analyse, implement and evaluate e-assessment

TAELED703A Implement improved learning practice

TAELED802A Investigate the application of ICT content knowledge

#### **Group B Educational leaders**

BSBRES801A Initiate and lead applied research

ICAICT705A Direct ICT procurement

TAELED704A Review enterprise e-learning systems and solutions implementation