Information Communication Technologies (eSports)

Applied Senior Subject



School Code	ICJ		
Year Level	11 & 12 QCE Credits 4		
Subject Type	Applied Subject VET N/A Contribution		
Recommended Academic Performance	Nil		
21 st Century Skills	Personal and social skills Collaboration and teamwork Communication		

Information & Communication Technology (ICT) focuses on the knowledge, understanding and skills related to engagement with information and communication technology through a variety of elective contexts derived from work, study and leisure environments of today.

Students are equipped with knowledge of current and emerging hardware and software combinations, an understanding of how to apply them in real-world contexts and the skills to use them to solve technical and/or creative problems. They develop knowledge, understanding and skills across multiple platforms and operating systems, and are ethical and responsible users and advocates of ICT, aware of the social, environmental and legal impacts of their actions.

Students apply their knowledge of ICT to produce solutions to simulated problems referenced to business, industry, government, education and leisure contexts.

Pathways

A course of study in Information Communication Technology can establish a basis for further education and employment in many fields, especially the fields of ICT operations, help desk, sales support, digital media support, office administration, records and data management and call centres.

Objectives

By the conclusion of the course of study, students should:

- identify and explain hardware and software requirements related to ICT problems
- identify and explain the use of ICT in society
- Analyse ICT problems to identify solutions
- communicate ICT information to audiences using visual representations and language conventions and features
- apply software and hardware concepts, ideas and skills to complete tasks in ICT contexts
- synthesise ICT concepts and ideas to plan solutions to given ICT problems
- produce solutions that address ICT problems
- evaluate problem-solving processes and solutions, and make recommendation

Information Communication Technologies (eSports)

Applied Senior Subject



Structure:

The Information & Communication Technology course is designed around:

- core topics integrated into modules of work
- Using a problem-solving process
- Three or more elective contexts

Core Topics	Elective Contexts	
Hardware Software ICT in society	 Animation Application development Audio and video production Data management Digital imaging and modelling Document production 	 Network fundamentals Online communication Website production

Assessment:

For Information & Communication Technology, assessment from Units 3 and 4 is used to determine the student's exit result, and this consists of four instruments, including:

- at least two projects
- at least one practical demonstration (separate to the assessable component of a project).

Project	Extended Response	
A response to a single task, situation and/or scenario.	A response that answers a number of provided questions, scenarios and/or problems.	
A project consists of a product component and at least one of the following components:	Presented in one of the following modes: • Written:: 600-1000 words	
• written: 500–900 words	Spoken: 3-4 minutes	
• spoken: 2½–3½ minutes	Multimodal: 4-7 minutes	
multimodal		
product: continuous class time.		