

**Course Details:**

**CUA20220 Certificate II in Creative Industries (Media)**

**Course Aims**

The Certificate II in Creative Industries has a media focus and is designed to develop skills and knowledge in media design, production and promotion. During the course, students will develop their storytelling, planning, and communication skills to create a dynamic media product in a collaborative setting.

**Course Delivery**

**Location and Times**

**Year 1:** Swinburne University of Technology, 369 Stud Road, Wantirna. Wednesday 9:00am-3:00pm

**Mode of Delivery:** Classroom/Online

**Duration:** 1 year

**On successful completion of this program the student will achieve:**

**Credit towards VCE, VCE VM, VPC and Intermediate VCAL**

All VET in school programs contribute units towards VCE and VCE VM. To confirm the number of units and if the program has a scored assessment and therefore a study score, please refer to the following VCCA Get VET resource:

[VCE-VET-program-chart.pdf](#)

Further information can be found on the VTAC website: [www.vtac.edu.au](http://www.vtac.edu.au) and/or [www.vcaa.vic.edu.au](http://www.vcaa.vic.edu.au)

**Qualification:** Be eligible for the award of **CUA20220 Certificate II in Creative Industries (Media)**

**Additional Requirements/ Information:**

**Name of RTO & Provider of Qualification:**

Swinburne University of Technology  
 (TOID 3059)

**RTO Student Information:**

Please refer to <http://www.swinburne.edu.au/policies-regulations/> and [www.mullumvetcluster.com.au](http://www.mullumvetcluster.com.au) for student rights and responsibilities while on campus.

**Clothing and Equipment:** NA

**Excursions:** NA

**Work Placement:** Not required.

**Other:** Current for 2023

**Future Pathways and Opportunities:**

<b>Complementary studies:</b>	<ul style="list-style-type: none"> <li>• Art/Studio Arts</li> <li>• Information Technology</li> </ul>	<ul style="list-style-type: none"> <li>• Media Studies</li> <li>• Visual Communications and Design</li> </ul>
<b>Pathways:</b>	<ul style="list-style-type: none"> <li>• Certificate III/IV in Screen and Media</li> <li>• Diploma/Advanced Diploma of Screen and Media</li> </ul>	<ul style="list-style-type: none"> <li>• Bachelor of Design</li> <li>• Bachelor of Media and Communication</li> <li>• Bachelor of Screen Production</li> </ul>
<b>Possible Future Career Opportunities:</b>	<ul style="list-style-type: none"> <li>• Games Developer</li> <li>• Graphic Designer</li> <li>• Media Producer</li> <li>• Multimedia Developer</li> </ul>	<ul style="list-style-type: none"> <li>• Photographer</li> <li>• Publisher</li> <li>• Digital Designer</li> </ul>

## Units of Competency:

Year 1:

Unit Code	Unit Name	Nominal Hours	Core/Elective
CUADES202	Evaluate the nature of design in a specific industry context	30	E
CUAACD101	Use basic drawing techniques	50	E
CUADIG212	Develop digital imaging skills	50	E
CUAWHS312	Apply work health and safety practices	30	C
BSBTWK201	Work effectively with others	40	C
CUAACD201	Develop drawing skills to communicate ideas	60	E
CUADES201	Follow a design process	50	E
CUAIND201	Develop and apply creative arts industry knowledge	20	C
CUASOU212	Perform basic sound editing	30	E
CUACAM211	Assist with basic camera shoots	30	E
<b>Total nominal hours</b>		<b>390</b>	

