Ringwood Training
information technology | Virtual reality and game design

RINGWOOD TRAINING

Course Details:

ICT30120 Certificate III in Information Technology (Virtual Reality and Game Design) (Partial Completion)

The competencies for completion of Certificate III in Information Technology are designed to equip students with the foundational skills and knowledge they need to function effectively in the design, creation and playing of Virtual Reality games.

Course Delivery
Location and Times
Year 1: Ringwood Training, 3 Hill Street, Ringwood East. Wednesday 12:00pm-3:00pm
Year 2: Ringwood Training, 3 Hill Street, Ringwood East. Wednesday 3:00pm-6:00pm
Mode of Delivery: Classroom based/online blended delivery
Duration: 2 years part time

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 and/or www.vcaa.vic.edu.au

Qualification: A nationally recognised qualification: **ICT30120 - Certificate III in Information Technology (Partial Completion)**

Additional Requirements/ Information:

Name of RTO & Provider of Qualification: Ringwood SC (Ringwood Training) RTO: 22475 **RTO Student Information:** Please refer to http://www.rt.vic.edu.au/student-handbook and www.mullumvetcluster.com.au for student rights and responsibilities whilst on campus.	**OHS / Personal Protective Equipment:** Students are required to have their own laptop/netbook. **Excursions:** Students may be required to attend a planned Excursion. (If conducted this is not covered by the Materials Fee. It is at student expense.) **Work Placement:** Not required but is recommended. **Other:** RT Polo shirt required. (This is not covered by the Materials Fee. It is at student expense.)

Future Pathways and Opportunities:

Complementary studies:	• A range of Information Communication Technology programs.	
Pathways:	• Certificate IV in Information Technology, specialising in Games Design	• Diploma of Information Technology, specialling is Games Design
Possible Future Career Opportunities:	This qualification provides the skills and knowledge for an individual to be competent in a wide range of general information and communications technology (ICT) technical functions and to achieve a degree of self-sufficiency as an ICT games design and creation practitioners. Persons working at this level will support information technology activities in the games design and creation industry.	

Units of Competency:

Year 1: Competencies covered in the first year:

Unit Code	Unit Name	Nominal Hours	Core/Elective
BSBCRT301	Develop and extend critical and creative thinking skills	40	C
CUAANM302	Apply simple modelling techniques	50	E
ICTGAM304	Develop three-dimensional (3D) models for digital games	75	E
ICTGAM305	Apply simple textures and shading to three-dimensional (3D) models for digital games	50	E
	Total nominal hours	**215**	

Year 2: Competencies covered in the second year:

Unit Code	Unit Name	Assessment Plan	Nominal Hours	Core/Elective
ICTICT313	Identify IP, ethics and privacy policies in ICT environment	TBA	50	C
ICTSAS305	Provide IT advice to clients	TBA	40	C
ICTSAS312	Provide basic system administration	TBA	20	E
ICTSAS309	Maintain and repair ICT equipment and software	TBA	20	E
ICTSAS310	Install, configure and secure a small office or home office network	TBA	50	E
	Total nominal hours		**180**	