# Information & Communication Technology

Applied senior subject

Technologies are an integral part of society as humans seek to create solutions to improve their own and others' quality of life. Technologies affect people and societies by transforming, restoring and sustaining the world in which we live. In an increasingly technological and complex world, is it important to develop the knowledge, understanding and skills associated with information technology to support a growing need for digital literacy and specialist information and communication technology skills in the workforce. Across business, industry, government, education and leisure sectors, rapidly changing industry practices and processes create corresponding vocational opportunities in Australia and around the world.

Information & Communication Technology includes the study of industry practices and ICT processes through students' application in and through a variety of industry-related learning contexts. Industry practices are used by enterprises to manage ICT product development processes to ensure highquality outcomes, with alignment to relevant local and universal standards and requirements. Students engage in applied learning to demonstrate knowledge, understanding and skills in units that meet local needs, available resources and teacher expertise. Through both individual and collaborative learning experiences, students learn to meet client expectations and product specifications.

Applied learning supports students' development of transferable 21st century, literacy and numeracy skills relevant to information and communication technology sectors and future employment opportunities. Students learn to interpret client briefs and technical information, and select and demonstrate skills using hardware and software to develop ICT products. The majority of learning is done through prototyping tasks that relate to business and industry, and that promote adaptable, competent, self-motivated and safe individuals who can work with colleagues to solve problems and complete practical work.

#### **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:

- demonstrate practices, skills and processes
- interpret client briefs and technical information
- select practices and processes
- sequence processes
- evaluate processes and products
- adapt processes and products.

## Structure

Information & Communication Technology is a four-unit course of study. This syllabus contains six QCAA-developed units as options for schools to select from to develop their course of study.

| Unit option   | Unit title                                   |  |
|---------------|----------------------------------------------|--|
| Unit option A | Robotics N/A – Not Covered                   |  |
| Unit option B | App development Unit 3                       |  |
| Unit option C | Audio and video production N/A – Not Covered |  |
| Unit option D | Layout and publishing Unit 1                 |  |
| Unit option E | Digital imaging and modelling Unit 2         |  |
| Unit option F | Web development Unit 4                       |  |

#### Assessment

Students complete two assessment tasks for each unit. The assessment techniques used in Information & Communication Technology are:

| Technique                                                                                             | Description                                                                                                              | Response requirements                                                                                                                                                                |
|-------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Product proposal                                                                                      | Students produce a<br>prototype for a product<br>proposal in response to a<br>client brief and technical<br>information. | Multimodal (at least two modes delivered at the same time): up to 3 minutes, 6 A4 pages, or equivalent digital media                                                                 |
| Project Students produce a product prototype in response to a client brief and technical information. |                                                                                                                          | Multimodal (at least two modes delivered at the<br>same time): up to 5 minutes, 8 A4 pages, or<br>equivalent digital media that includes a<br>demonstration of the product prototype |