

## Design & Graphics A/T

The study of Design and Graphics focuses on exploring the purposeful use of technologies and creative processes to produce design solutions. Students acquire knowledge and develop skills using technologies and other processes appropriately, to design and create graphic solutions.

Students engage with emerging technologies, make connections with industry, and apply industry standards and practices through the development of their projects.

Design and Graphics provides pathways in a range of related fields such as architecture, digital 3D modelling, industrial design, engineering, interior design, graphic design, furniture design, fashion, jewellery, ceramics, textiles, and trade-based careers.

## Design & Graphics A

Design & Graphics as an A course has a practical emphasis. Students doing the A course are expected to undertake research assignments, but the rigor is modified in an effort to engage the students in aspects of written research. The theory, skills and concepts are the same as the T course and are ideal for students wanting to add a creative subject for balance in their package.

## Design & Graphics T

In this T course students are expected to undertake research related to various aspects of Design & Graphics, as well as complete the same practical projects as A students.

## Units

### Design Applications A/T

In this unit, students learn graphic design principles which focus on solving design problems, presenting ideas and solutions as graphical products. They explore a range of mediums to create practical solutions to design problems. The purpose of this unit is to build skills and create a finished product for a specified purpose.

### Design for a Client Brief A/T

In this unit, students learn how to interpret a design brief based on needs analysis and task identification. They research the client's and target users/audience needs considering ethical considerations, financial constraints and affordances, meeting deadlines and deliver a product that is fit for purpose.

### Visual Communication A/T

Students learn to use graphics to inspire, inform or persuade a target audience using a range of graphical techniques. Drawing on current issues in society, students create a visual campaign in response to a design brief. They learn to create graphic images using colours, textures, contours and shapes to communicate emotions, attitudes and experiences.

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### Design for Screen & Media A/T

In this unit, students learn to develop designs for a range of platforms including social media, video sharing, digital newspapers and mobile platforms. They use research to understand how the relevant technology can be used to meet the requirements of the given brief. Students develop skills to solve problems in converting products across multiple platforms. Students build knowledge of data conversion, data storage and data manipulation. They create media files, drawing on the technical aspects of design within a digital framework.

### Negotiated Studies A/T

A negotiated study unit has an important place in senior secondary courses. It is a valuable pedagogical approach that empowers students to make decisions about their own learning. A negotiated study unit is decided upon by each individual student in consultation with the teacher. The program of learning for a negotiated study unit must meet all the content descriptions as appears in the unit.

