

GAMERS' GUILD

Gamers' Guild is focused on analysing and creating texts related to all types of games, from roleplaying games, to video games, to board and card games.

PREREQUISITES: NIL

WHAT WILL YOU LEARN?

01. Study video game boxes and discover how designers persuade you to buy.

02. Look at how directors use film and narrative techniques to parody genres and create humour.

03. Create and describe engaging characters using templates from roleplaying games.

Transferable Skills

- Listening, understanding, and speaking clearly
- Writing appropriately for different audiences
- Sharing information and proposing ideas
- Time management
- Developing enthusiasm for ongoing learning

Assessment

Stage I	50% Composing Texts Tasks, 50% Responding to Texts Tasks
Stage II	N/A



VOCATIONAL PATHWAYS

- Certificate III in Screen and Media
- Certificate IV in Training and Assessment
- Certificate III in Community Services



TERTIARY PATHWAYS

- Bachelor of Education
- Bachelor of Creative Arts (Creative Writing)
- Bachelor of Creative Industries (Writing and Publishing)



CAREERS

- Technical Writer
- Editor
- Video Game Writer
- Advertising Copywriter
- Online Content Creator



SACE STAGE 1 | 10 CREDITS
FULL YEAR



SACE STAGE 2
NOT AVAILABLE



NOT AN ATAR SUBJECT