

GAMING AND SOCIAL MEDIA

Gaming and Social Media involves exploring issues and creating texts relating to the influence and design of video games, as well as topics such as propaganda and its prevalence over social media.

PREREQUISITES: NIL

WHAT WILL YOU LEARN?

01. Investigate the techniques used to influence and persuade people.
02. Look at the language used in online forums and how it's different from the language used in everyday life.
03. Learn how and why videogames have changed the world.

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