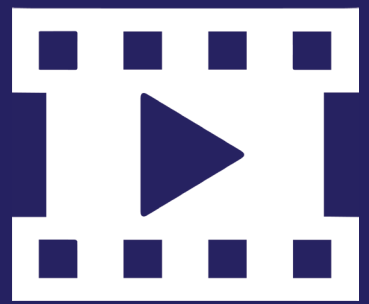


FILM, TV & NEW MEDIA



Film, Television & New Media uses an inquiry learning model, developing critical thinking skills and creative capabilities through the exploration of five key concepts that operate in the contexts of production and use.

The key concepts of technologies, representations, audiences, institutions and languages (T.R.A.I.L) are drawn from a range of contemporary media theories and practices. Students will creatively apply Film, Television and New Media key concepts to individually and collaboratively make moving-image media products and will investigate and respond to moving-image media content and production contexts.

In Years 11 and 12, students will:

- Develop knowledge and skills in creative thinking, communication, collaboration, planning, critical analysis and digital and ethical citizenship
- Develop the necessary critical and creative skills to reflect on and appreciate Australian and global cultures and make sense of what they see and experience, providing highly transferrable flexible thinking and communication skills

Career Opportunities:

- Advertising, art director, brand specialist and graphic artist
- Film and Television, storyboard artist, producer and camera operator
- Public Relations, publicist, creative director and campaign manager
- Creative industries eg. animator, photographer, game developer and screenwriter
- Education
- Writer, journalist, blogger/vlogger and web content designer
- Graphic designer, set designer or stage designer

