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SELECTIONS FROM VCE SEASON OF EXCELLENCE

VCAA Bulletin Supplement 1

**VCE VET Multimedia
Examination 2005–2006
Revised Advice**



VCE VET Multimedia Examination 2005–2006 Revised Advice

The following advice relates to the examination of VCE VET Multimedia Units 3–4 in 2005 and 2006.

This advice replaces the examination advice '*VCE VET Multimedia Computer-based examination – November*' published in March 2004.

Program requirements and advice

This advice relates specifically to the examination. Teachers and trainers involved in delivery of this program must refer to the following documentation regarding the requirements for delivery and assessment of the program:

- CUF01 Film, Television, Radio, Multimedia Industry Training Package
- VCE VET Multimedia program booklet (published by the VCAA)
- VCE VET Multimedia Assessment Guide (published by VCAA).

Supplementary Industry Advice is also available:

- Supplementary Industry Advice for Scored Assessment of Coursework in VCE VET Multimedia (published in Supplement 1 to the March 2005 VCAA Bulletin No.23) highlights workplace priorities and current industry practices. The document provides detailed advice on the scope and depth of underpinning knowledge and skills.

Examination

The examination for the VCE VET Multimedia program is undertaken on computer. The examination is based on the five competency standards that comprise the Unit 3–4 sequence.

The units of competence are:

CUFMEM07A	Apply principles of visual design and communication to the development of a multimedia product
CUFIMA03A	Create 2D digital animation
ICPMM15DA	Develop a multimedia script
ICPMM65DA	Create web pages with multimedia
CUFWRT05A	Write content and/or copy

Examination items will be based on the underpinning knowledge and skills from each competency standard. The examination in any one year will assess a representative sample of underpinning knowledge and skills detailed in the units of competence. Details of the underpinning knowledge and skills which may be examined are provided on pages 5–7.

Examination structure and format

There will be three different sections on the examination:

Section A: will consist of 20 multiple-choice questions each worth 1 mark. All competencies may be assessed in this section.

Section B: will consist of a series of short answer questions. All competencies may be assessed. This section will be worth approximately 30 marks.

Section C: will consist of a series of practical tasks based on one or two scenarios. All competencies **EXCEPT** ICPMM15DA *Develop a multimedia script* will be assessed in this section. This section will be worth approximately 40 marks.

Competencies will not necessarily be evenly weighted in each section of the examination.

Specified software programs

For 2005–2006 the following software applications have been specified for the examination.

Function	Software Program
Graphics Editing	Photoshop OR Corel Photo-Paint OR Fireworks
Animation	Director OR Flash
Scripting	Notepad/Simple text editor (Javascript/ECMA–262) OR Director (Lingo) OR Flash (ActionScript)
Creating web pages	Front Page OR Dreamweaver AND a web browser
Creating content and/or copy	Notepad/Simple text editor

Accepted versions of these software programs for the 2005 examination were published in the April 2005 VCAA Bulletin No.24. Details of accepted versions of specified software programs for the 2006 examination will be published in the December 2005 VCAA Bulletin.

Specified scripting languages

Three scripting languages have been specified for examination purposes:

- Javascript/ECMA–262 **OR**
- Macromedia Flash – Action Script **OR**
- Director – Lingo

Students are only required to know **one** of these three scripting languages for examination purposes.

Note: student may also be expected to interpret and answer questions using pseudocode and flowcharts.

Within the examination students may be provided with scripting information. This material may involve a range of scripting elements and their applications. Where questions involve *specified scripting languages*, the stimulus material and/or the text of questions may be customised (as appropriate) to reflect the selected language. If this is the case, students may be required to make a selection or indicate which one of the three languages they have studied.

Students will **not** be required to complete a scripting task in the practical component of the examination.

The following types of scripts may be included in the examination:

- capture input data
- validate input data
- display appropriate text/graphic/animation or other multimedia output response
- navigate by interaction
- react to certain events
- use default and use defined functions/handlers including function parameters/handler arguments
- manipulate data through the use of:
 - string manipulation
 - numeric calculations (including use of randomising and rounding off numbers)
 - operators.

The following types of scripts will **not** be included in the examination:

- user defined constructor functions defining a class (Javascript, ActionScript)
- parent, ancestor and child scripts (Lingo)
- references to 3D objects (Lingo)
- arrays
- writing information to disk
- importing data from an external database.

Operating Systems

The following operating systems are supported for the 2005 examination:

- Windows 98, 2000, ME, NT, XP
- Mac OS9, Mac OS10

The 2005 examination will be provided in three different versions: PC, MacOS9 and MacOS10. The availability of a MacOS9 version of the examination is being reviewed for the 2006 examination. Following consultation with examination centres, a list of supported operating systems for the 2006 examination will be published in the December 2005 VCAA Bulletin.

Hardware

Each student will require access to the following hardware computer

- PC or Macintosh Computer
- Headphones

Computers must operate as stand alone, i.e. independent of the network, for the duration of the examination. Linkages to the internet and screensavers must be disabled. Access to the desktop must be enabled.

Monitors should be set with a screen resolution of 1024 x 768.

The hardware used in the examination should run at a speed and with sufficient memory to allow multiple software applications to be open and used effectively.

Practical Component

Practical questions will clearly indicate the file formats in which students are required to save their answers. Work provide in alternate file formats will not be marked.

For example, if a question requires a website to be prepared in **.html, work saved in **.dir, **.swf or **.psd will not be opened and will be marked as 0.

Scope of underpinning knowledge and skills required for the examination

This examination advice relates to the scope of underpinning knowledge and skills which will be addressed in the end of year examination.

CUFMEM07A Apply principles of visual design and communication to the development of a multimedia product

The following underpinning knowledge and skills may be examined:

- knowledge of and ability to apply the principles of visual design and communication including: scale, proportion, unity, balance, emphasis, perspective, movement
- understanding of appropriate use of design elements in the design of a multimedia product including: line, colour, texture, form, shape, tone
- knowledge of and ability to use typography in design including: point/size, tracking, leading, kerning, alignment, typeface/font
- knowledge of and ability to apply appropriate techniques to produce and manipulate images
- knowledge of file types and formats, and issues of file management and optimisation for different delivery options
- knowledge of the process required to design a multimedia product, including understanding a brief and clarifying audience (user) requirements
- ability to interpret images and identify their relationships with audience (user) characteristics and requirements
- understanding what constitutes effective design
- ability to identify sources of information used in the design process
- understanding why and in what circumstances copyright provisions are necessary and the procedures to gain copyright clearance
- ability to use *one graphics editing software program (as specified by the VCAA)* to create a multimedia product.

The following will not be examined:

- comparing different graphic design software programs
- capabilities of other collaborative personnel
- principles of learning and instructional approaches
- how computer hardware and components work
- strategies to test instructional products
- drawing skills
- details of specific copyright laws and regulations.

CUFIMA03A Create 2D digital animation

The following underpinning knowledge and skills may be examined:

- knowledge of the process required to design 2D animation, including understanding a brief and clarifying audience (user) requirements
- knowledge of and ability to apply principles of visual design
- ability to use *one 2D animating software program (as specified by the VCAA)* to produce an animation
- knowledge of 2D animation techniques and ability to apply these techniques using *one specified animating software program*
- knowledge of file types and formats, and issues of file management and optimisation for different delivery options
- ability to format animation files into Shockwave or Flash for embedding in a web page
- knowledge of and ability to apply animating principles to 2D animation including key frames, motion and timing
- knowledge of sources of information used in the design process
- understanding why and when copyright provisions are necessary and the basic procedures to gain copyright clearance.

The following will not be examined:

- comparing different animating software programs
- knowing how computer hardware and components work
- drawing skills
- capabilities of other collaborative personnel
- details of specific copyright laws and regulations.

ICPMM15DA Develop a multimedia script

The following underpinning knowledge and skills may be examined:

- knowledge of scripting processes including algorithms, pseudocode and flowcharts
- ability to solve and structure solutions prior to coding using algorithms, pseudocode and flowcharts
- knowledge of the procedures used to write code in *one specified scripting language* including I/O [input/output] operations, variables and constants, conditions/control statements, event handlers
- ability to modify and write short sections of code in *one scripting language (as specified by the VCAA)*
- ability to interpret, detect errors in and correct errors in prepared samples of code
- knowledge of what object based scripting (programming) is
- understanding why documentation, including formatting and commenting, is important and how to format scripts correctly
- knowledge of sources of information used in the scripting process.

The following will not be examined:

- knowledge of features and capacities of current industry accepted hardware products.

ICPMM65DA Create web pages with multimedia

The following underpinning knowledge and skills may be examined:

- knowledge of file types and formats, and issues in file optimisation when incorporating multimedia elements for the Internet
- understanding why style sheets and templates are used in the construction of web pages
- knowledge of and ability to apply the principles of good navigation design
- ability to incorporate correctly and effectively a range of multimedia elements into a web page. Multimedia elements include: sound, animation, images, links, colours, text, content, style, icons, backgrounds
- knowledge of basic HTML and understanding why HTML standards are necessary
- understanding why validation and testing tools and techniques are important in creating web pages
- understanding how browsers work
- understanding how to initiate and conclude an internet connection
- knowledge of internet protocols and how URLs and domain names work
- knowledge of sources of information used in creating web pages
- understanding why privacy and security are important when constructing web sites, and how these can be breached
- ability to use *one authoring software program (as specified by the VCAA)* to construct and link web pages incorporating multimedia.

The following will not be examined:

- comparing authoring software programs
- creating and applying style sheets and templates
- applying validating and testing tools and techniques
- knowledge of server-side applications and technologies.

CUFWRT05A Write content and/or copy

The following underpinning knowledge and skills may be examined:

- knowledge of and ability to apply the principles and techniques of writing appropriate for multimedia products. Principles include: order, clarity, accuracy, correctness, conciseness, consistency, communication. Techniques include: inverted pyramid, classifying information, avoiding clichés, active/passive voice, editing, hyperlinking, proofreading, presentation, testing readability
- knowledge of and ability to apply the process of writing, including understanding a brief and clarifying audience (user) requirements
- knowledge of a range of writing styles, and why and how they are used for specific purposes. Writing styles include personal, news, community service, promotion, sales and education
- ability to edit and rewrite content appropriate for a specific target audience or purpose
- ability to identify errors in text content
- knowledge of sources of information used in writing content and/or copy.

The following will not be examined:

- ability to write narrative text content
- ability to write original and innovative text content
- communication techniques such as effective listening, questioning and non-verbal communication
- occupational health and safety legislation



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