

<b>Subject name</b>	<b>Film, Television and New Media</b>
<b>Subject code</b>	FTM
<b>Subject type</b>	General
<b>Subject fee</b>	\$60
<b>Prerequisites</b>	Minimum C Year 10 Semester 2 General English/Literature or Minimum B Year 10 Semester 2 Essential English

### Course overview

Students will creatively apply film, television and new media key concepts (technologies, representations, audiences, institutions and languages) to individually and collaboratively make moving-image media products and will investigate and respond to moving-image media content and production contexts. Through making and responding, students will develop a respect for diverse perspectives and a critical awareness of the expressive, functional and creative potential of moving image media in a diverse range of global contexts.

### Course outline

Film, Television and New Media units are based around inquiry questions. These include:

<p><b>Unit 1 – Foundation</b>  <b>Technologies:</b> How are tools and associated processes used to create meaning?  <b>Institutions:</b> How are institutional practices influenced by social, political and economic factors?  <b>Languages:</b> How do signs and symbols, codes and conventions create meaning?</p>	<p><b>Unit 2 – Story Forms</b>  <b>Representations:</b> How do representations function in story forms?  <b>Audiences:</b> How does the relationship between story forms and meaning change in different contexts?  <b>Languages:</b> How are media languages used to construct stories?</p>
<p><b>Unit 3 – Participation</b>  <b>Technologies:</b> How do technologies enable or constrain participation?  <b>Audiences:</b> How do different contexts and purposes impact the participation of individuals and cultural groups?  <b>Institutions:</b> How is participation in institutional practices influenced by social, political and economic factors?</p>	<p><b>Unit 4 – Identity</b>  <b>Technologies:</b> How do media artists experiment with technological practices?  <b>Representations:</b> How do media artists portray people, places, events, ideas and emotions?  <b>Languages:</b> How do media artists use signs, symbols, codes and conventions in experimental ways to create meaning?</p>

### Assessment

Units 1 and 2 are devised to replicate instruments used in Units 3 and 4. Assessments in Unit 1 and 2 are formative. In Units 3 and 4 students complete four Summative assessments. The results from each of the assessments are added together to provide a subject score out of 100. Students will also receive an overall exit subject result from QCAA that is A-E.

<p><b>Unit 1 – Foundation</b></p> <ul style="list-style-type: none"> <li>• Extended response – close analysis of media product</li> <li>• Project – Film competition production</li> </ul>	<p><b>Unit 2 – Story Forms</b></p> <ul style="list-style-type: none"> <li>• Extended response - examination</li> <li>• Project – genre sequence</li> </ul>
<p><b>Unit 3 – Participation</b></p> <ul style="list-style-type: none"> <li>• Case study investigation (15%)</li> <li>• Multi-platform project (25%)</li> </ul>	<p><b>Unit 4 – Identity</b></p> <ul style="list-style-type: none"> <li>• Stylistic project (35%)</li> <li>• Extended response (25%)</li> </ul>

### Course requirements

Students will require:

- Laptop – suggested minimum requirements: i5 processor, Quad Core CPU, 512GB SSD, dedicated video drive, 15" screen.
  - A USB or Portable Hard Drive and minimum 16GB SD Card (preferably SanDisk Class 10).
- An important aspect of the Film, Television and New Media course is that students are required to develop organisational skills. A considerable amount of the preparation and filming is completed outside of class time.

### Career opportunities

Film maker, film director, camera operator, teacher, editor, journalist, critic, theatre technician