

# Multimedia: Digital Technologies

## Digital Technologies

The Australian Curriculum: Digital Technologies provides opportunities for students to use multimedia as they work on creating digital solutions. The subject helps students to become innovative creators of digital solutions, effective users of digital systems, and critical consumers of information conveyed by digital systems. As they learn in Digital Technologies students can use multimedia to communicate, connect and create. These projects also provide opportunities for students to collaborate ethically across local, regional and global contexts.

## Multimedia dimensions

### Digital Technologies - Years 7 and 8

#### Processes and Production Skills

- Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols (ACTDIP022)
- Investigate how digital systems represent text, image and audio data in binary (ACTDIP024)
- Analyse and visualise data using a range of software to create information, and use structured data to model objects or events (ACTDIP026)
- Define and decompose real-world problems taking into account functional requirements and economic, environmental, social, technical and usability constraints (ACTDIP027)
- Design the user experience of a digital system, generating, evaluating and communicating alternative designs (ACTDIP028)
- Evaluate how student solutions and existing information systems meet needs, are innovative, and take account of future risks and sustainability (ACTDIP031)
- Plan and manage projects that create and communicate ideas and information collaboratively online, taking safety and social contexts into account (ACTDIP032)