Semester 1 Course Overview

Faculty: The Arts

Subject: Film, Television & New Media

Year level: 12

Course Outline

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 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.

Film, television and new media are our primary sources of information and entertainment. They are important channels for educational and cultural exchange, and are fundamental to our self-expression and representation as individuals and as communities. Moving-image media enable us to understand and express ourselves and engage meaningfully in local and global participatory media cultures. Through making and responding to moving-image media products, 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.

By studying Film, Television & New Media, students will develop knowledge and skills in creative thinking, communication, collaboration, planning, critical analysis, and digital and ethical citizenship. They will 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. Film, Television & New Media will equip students for a future of unimagined possibilities with highly transferable and flexible thinking and communication skills.

Semester 1 2025
Unit 3 : Participation
In this unit, students explore how audiences participate with moving-image media across multiple platforms. When audiences participate, they consume media content and may be invited to respond or add to the content. Students investigate how technologies and institutions benefit and limit audience participation, considering the social, cultural, political, economic and institutional factors that influence participation. They investigate different historical and contemporary contexts in which audience participation has been made possible by technologies and institutions. **IA1 - Case Study Investigation** 100-1500 words individual essay **IA2 – Multi-platform Project** Written treatment 800-1000 words 12-24 frame storyboard Production 45 sec – 5 minutes