



S5/S6 Digital Design Academy



Units:	Digital Media: Bitmap Techniques (1 credit) Digital Media: Vector Techniques (1 credit) Digital Graphics Fundamentals (2 credits) Web Development: Content Management Systems (2 credits)
Entry:	Achieved N5 and working towards or achieved Higher level.
Attendance:	Tuesday & Thursday afternoons. 1 year course.
Apply:	Visit www.shetland.uhi.ac.uk/schools/ for more information and for how to apply

A range of commercial creative suite of applications will be used including introduction to bitmap/vector graphics design, animation, and multimedia skills. Students will create a web based digital portfolio of your digital artwork.

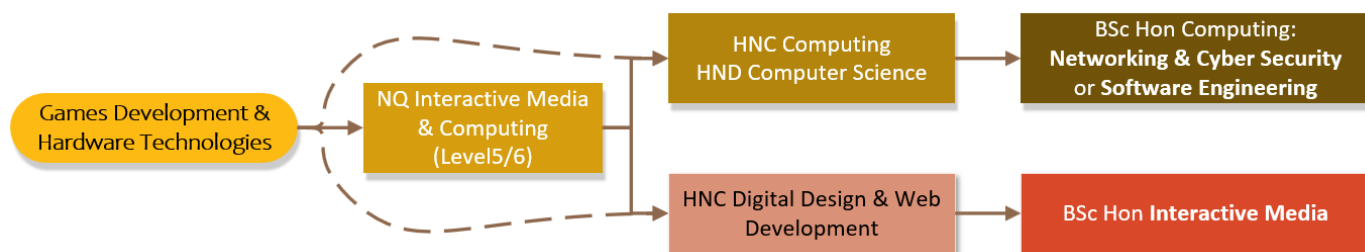


S5/S6 Games Development & Hardware Technologies Academy



Units:	Computer Games: Design * (1 credit) Computer Games: Media Assets * (1 credit) Computer Games: Development * (1 credit) Computing: Install & Maintain Computer Hardware (1 credit) Computing: Computer Hardware & Systems (1 credit) Computer Networking Fundamentals (1 credit)
Entry:	Achieved Level N4 and working towards N5 level.
Attendance:	Tuesday + Thursday afternoons. 1 Year course.
Apply:	Visit www.shetland.uhi.ac.uk/schools/ for more information and for how to apply

1 afternoon focuses on Games Development, the other afternoon focuses on Hardware & Networking Technologies. Students can achieve the National Progression Award Level 5 in Computer Games Development * Content (assets) for a games design will be created and embedded inside a graphical platform game that students will build. No prior programming experience is required.



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