Information Software and Technology – Computing

What is this subject about?

Information Software and Technology provides the opportunity for students to be creative and explore their digital world. This subject offers students the possibility of selecting their own focus on assessment tasks using a broad range of software and hardware. The key focus of the course is to design products that combine theoretical and practical components. A variety of assessment tasks are worked on in class time. Topics studied across the two years include:

- Animation
- Game design
- Website creation
- Database design
- Robotics
- 3D printing

Excursions include going to the Big Day In at UTS to meet companies within the industry - previous companies include, Adobe, Animal Logic (animators for Peter Rabbit 2, The LEGO movie 2, Captain Marvel), Wisetech Global (software engineering), Westpac Group (robotics)

Why study this subject?

Technology has become an integral part of our society with almost all forms of employment using computers. Computing will continue to impact the way that people work in the future. Many industries use 3D printing as standard practice for in-house tasks, to confirm the look and feel of all aspects before it is produced off-site. Website design, animation, robotics and the use of databases are being used more widely in numerous industries, and seen as beneficial skills for your CV.

Students who undertake this course could be better prepared for the study of technology courses in the Higher School Certificate such as Software Design and Development. This subject is intensely practical. Students who enjoy creating something and practical work will find this course very satisfying.

Learning experiences

During this class students get the opportunity to use the Adobe Suite (photo and video editing, animation), Coding software (Unity, Python, JavaScript), Lego Mindstorms (robotics), Cloud based software, 3D Printer.