Technology (Mandatory)

Areas of Study

Provide the situation or context for each design project.

Minimum of one and **maximum of three** design projects from each **area of study.**

A design specialisation can only be studied **once**.

Built Environments	**Products**	**Information and Communications**
The focus of this area is on space, place and use.	The focus of this unit is on objects, systems and artifacts.	The focus of this area is on various types of data and information for the purposes of conveying a message**.**
Design Specialisation • Architectural Design • Environmental Design • Interior Design • Landscape Design • Structural Design	Design Specialisation • Accessories Design • Agricultural Product Design • Fashion Design • Food Design • Industrial Design • Jewellery Design	Design Specialisation • Communication Systems Design • Information Systems Design • Promotional Design • Software Design • Digital Media Design

Minimum of four and **maximum of eight** design projects **over the course.**

Design Projects

For each design project students will develop a quality solution and a design folio that documents the application of a design process and the specific technologies used in this process.

Essential Content

Integrated into design projects

Design–related content	**Technologies–specific content**
Design related content assists students to understand the application of design processes in the completion of design projects. It must be included in all design projects.	**All** content from a minimum of 6 technologies must be covered by the end of the course.
• Design processes • Factors influencing design • Roles of designers • Generating and communicating design ideas and solutions • Research and experimentation • Responsible and safe use of tools, materials and techniques • Innovation and emerging technologies and their impact on society and the environment • Managing quality design projects • Producing quality design projects • Evaluation techniques • Ethical, social, environmental sustainability considerations	• Animal production technologies • Control technologies • Electronics technologies • Food technologies • Graphics technologies • Information technologies • Media technologies • Metals technologies • Mixed material technologies • Model–making technologies • Plant production technologies • Polymer technologies • Textile technologies • Timber technologies • School–developed technologies