

VCE VET Creative and Digital Media

Computer-based examination – End of year

Examination specifications

Overall conditions

The examination will be sat at a time and date to be set annually by the Victorian Curriculum and Assessment Authority (VCAA). [VCAA examination rules](#) will apply.

There will be 15 minutes of reading time and 2 hours of writing time.

The examination will be assessed by a panel appointed by the VCAA.

The examination will contribute 34 per cent to the study score.

Content

The VCE VET Creative and Digital Media examination will be based on the assessment requirements and the following compulsory units of competency from Units 3 and 4:

- | | | | |
|-------------|---|-----------|----------|
| • CUAANM301 | Create 2D digital animations | Release 1 | 35 hours |
| • CUAWRT301 | Write content for a range of media | Release 1 | 40 hours |
| • CUADES302 | Explore and apply the creative design process to 2D forms | Release 1 | 60 hours |
| • CUADIG312 | Author interactive sequences | Release 1 | 40 hours |
| • CUADIG304 | Create visual design components | Release 1 | 30 hours |

The weighting of marks on the examination will approximately reflect the proportion of nominal delivery hours of each unit of competency that is examinable for this program.

The examination will focus on an understanding of the performance and knowledge evidence, as described in the elements and performance criteria, and the assessment conditions set out in the assessment requirements document for each unit of competency.

Foundation skills are incorporated in the performance criteria that are required for competent performance.

Format

The examination will be in the form of a computer application and will include a practical task folder containing assets.

The examination will consist of three sections.

Section A will consist of 20 multiple-choice questions worth 1 mark each and will be worth a total of 20 marks.

Section B will consist of short-answer questions, which may include multiple parts, and will be worth a total of 30 marks.

Section C will consist of one or two practical tasks involving webpages (including image editing) and an animation, and will be worth a total of 40 marks. For Section C:

- students are required to use approved operating systems, and specified software programs and hardware, details of which are provided below
- webpage assets will be pre-formatted using Cascading Style Sheets (CSS) rather than tables
- students should be able to apply styles to format text. They will not be required to apply style sheets to lay out webpages
- the tasks will clearly indicate the file formats in which students are required to save their work
- the necessary assets will be provided
- students should be able to complete these tasks within one hour.

Questions may include short scenarios and/or a variety of stimulus material. Individual questions may assess more than one unit of competency.

All questions will be compulsory. The total marks for the examination will be 90.

Answers to Section A will be recorded when students click on the button next to the correct answer. Answers to Section A will be automatically saved.

Answers to Section B will be recorded when students type a response into the answer field provided. Answers to Section B will be automatically saved.

Students are to complete Section C using the software application installed on the computer and the assets contained in the practical task folder. Answers to Section C will **not** be automatically saved. Students **must** save their answers to the practical task folder at each step.

Approved materials and equipment

Pens, pencils, highlighters, erasers, sharpeners and rulers

Approved software programs and operating systems

The examination will be both PC-compatible and Mac-compatible. The list of approved software programs and operating systems is published annually on the VCE VET Creative and Digital Media [‘Examination specifications, past examinations and examination reports’](#) page on the VCAA website.

Hardware

Each student will require access to the following hardware:

- a PC or Mac
- headphones

Computers must operate as stand-alone, that is, independent of the network, for the duration of the examination. Screensavers and the internet must be disabled. Access to the computer’s desktop must be enabled.

The hardware used in the examination should run at a speed and with sufficient memory to allow multiple software programs to be open and used effectively.

Towards the end of each year, technical specifications for the conduct of the examination will be sent to all examination centres.

Relevant references

The following resources should be referred to in relation to the VCE VET Creative and Digital Media examination:

- *VCE VET Creative and Digital Media Program Booklet*
- *VCE VET Scored Assessment Guide* (published February 2021)
- Approved software programs and operating systems (published annually)
- *VCAA Bulletin*

Advice

A separate document containing sample questions has been published on the VCE VET Creative and Digital Media [‘Examination specifications, past examinations and examination reports’](#) page on the VCAA website.

The sample questions document and past examinations have examples of questions from units of competency that are equivalent to the following:

- | | | | |
|-------------|---|-----------|----------|
| • CUAANM301 | Create 2D digital animations | Release 1 | 35 hours |
| • CUAWRT301 | Write content for a range of media | Release 1 | 40 hours |
| • CUADES302 | Explore and apply the creative design process to 2D forms | Release 1 | 60 hours |
| • CUADIG312 | Author interactive sequences | Release 1 | 40 hours |
| • CUADIG304 | Create visual design components | Release 1 | 30 hours |

Answers to multiple-choice questions are provided on page 10 of the sample questions document.

Answers to other questions are not provided.

Teachers and students should refer to the sample questions and past examinations for an indication of the types of questions that can be expected.