

Digital Media: Animation and Game Design

 Levels 2/3

 31 credits

 Petone Campus

 Thursday & Friday

 9am–2:30pm (inc. ½ hour lunch)

Equipment

Students must wear closed-in shoes.

Travel

This is provided free, subject to students meeting MoE requirements.

Dates

Thursday 12 February – Friday 13 November 2026 (34 weeks), normal school and public holidays apply.

Application

Students must be enrolled in a secondary school in the Wellington region and be enrolled in a WTA course by their secondary school/kura.

Interview

Students may be requested to attend an interview with a family member or school representative.

Qualification

NCEA Level 2 with credit towards Vocational Pathway award.

Credits

On successful completion of this course, students will have gained 31 credits – 21 Level 2 and 10 Level 3 credits.

Assessment

Assessment is competency based against unit standard outcomes and related evidence requirements.

Assessments will follow the processes required by NZQA and relevant industry requirements as outlined by the relevant Workforce Development Council.

Learning outcomes

A student successfully completing this strand will be able to:

- Locate, alter and create images using digital image editing software
- Use a range of digital devices and tools to gather content for collaborative design outcomes
- Use filmmaking techniques to combine imagery with sound for creative outputs
- Employ drawing techniques to create Toi Māori content for motion graphics
- Present game concepts and narratives for feedback to resolve a gaming solution
- Plan and create assets and characters for game design
- Manage a game development pipeline
- Use software applications to create a prototype 2D game outcome

Students will be assessed against the following criteria:

Course title		Level	Credits	Version
Digital Media: Content Creation Comprises of the following unit standards:		2	18	
29773	Produce digital images for a range of digital media	2	3	2
29781	Use the Internet and common digital devices and software to gather information and connect with other users and devices	2	7	2
10353	Shoot material for a production with a moving image camera in an entertainment and event context	2	4	7
2594	Employ drawing techniques to create toi Māori	2	4	11
Game Design Comprises of the following unit standards:		2 3	3 10	
29771	Use the main features and functions of a presentation application for a purpose	2	3	2
29791	Capture and prepare digital media for integration into other applications	3	2	2
29793	Investigate, plan, design and create digital outcome solutions to meet the requirements of a specified brief	3	5	2
29790	Use digital tools to create and monitor a project plan	3	3	2

Further pathways:

- New Zealand Certificate in Creativity (Level 4)
- New Zealand Diploma in Screen Production (Film) (Level 5)
- Bachelor of Creativity (Digital Media & Design) and (Animation) (Level 7)
- New Zealand Certificate in Information Technology Essentials (Level 4)
- New Zealand Diploma in Information Systems (Level 5)
- New Zealand Diploma in Information Technology Technical Support (Level 5)
- Bachelor of Information Technology (Level 7)

Higher level study in:

- Graphic Design
- Animation
- Game Design
- Screen Design
- Filmmaking
- Information Technologies.