

Design & the Environment

AV010

This program consists of 5 segments each looking at a new design idea that aims to help the environment.

* **Hydro-gen One** - a new vehicle design that would enable motor vehicles to run on hydrogen, a virtually pollution-free source of energy.

* **New Electric Vehicles** - this segment new battery technology enabling cars to run and perform better using electric power.

* **Latest Recycling Techniques** - this segment looks at some innovative ways of using recycled plastic and glass.

* **Old Marks to Ethanol** - since the reunification of Germany and the inception of the Euro, old German marks have become worthless. This segment looks at how old German marks are being converted into the fuel Ethanol.

* **Shipping Containers Buildings** - this segment examines how old containers are being refurbished to provide accommodation.

Middle Secondary - Tertiary

20 mins Produced in Australia 2003

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

Jaguar Formula 1 Technology

This program looks at the launch of the new Jaguar Formula 1 racing car, and the unique design of the Formula 1 car engine. We see how these engines are designed and tested, and why they last for only 500 kilometres. We also consider Formula One tyre technology and how minute changes in design can have a huge impact upon the outcome of races.

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Spacesuit

Spacesuit engineers have always designed suits for trained astronauts, but the next habitation programs scheduled for 2020 will require engineers and construction workers to work at bases on the Moon and Mars. This program reveals how a space suit is made, what it is made from and how the eleven thick layers of material in the current shuttle suit might be exchanged for one thin layer or, for Mars exploration, even a tight fitting elastic suit.

Senior Secondary - Tertiary

50 mins Produced in the UK 1994

Secondary Schools Price: \$64.90

Universities and TAFEs Price: \$108.90

Design Works

This program consists of 6 segments, each looking at different aspect of design and its application to common items.

* **Design School** - this segment looks at an innovative school where students take a practical look at applying design concepts to solve problems.

* **Inventor James Dyson** - looks at the work of James Dyson, inventor of the bagless vacuum cleaner.

* **Self-cooling can** - an innovative Japanese self-cooling drink can design.

* **Collapsible bike** - a bike that comes apart and can be carried around in a backpack.

* **Colour of Money** - looks at design techniques used to stop the counterfeiting of American money.

* **The 2 CV** - this segment looks at the design and renewed popularity of this unique motor vehicle.

Middle Secondary - Tertiary

20 mins Produced in Australia 2003

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

Better By Design The Economy Airline Seat

Award-winning designers Richard Seymour and Dick Powell review and renew the economy airline passenger seat. We see how the problem is often not how to create a revolutionary product, but to bring it in under budget, and in similar size and use as the original, and finding a manufacturer willing to take on the design should it be successful.

Senior Secondary - Tertiary

26 mins Produced in the UK 2000

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

BEST SELLER

IKEA Mania

Ikea is a retail phenomenon. The most profitable home furnishings empire in the world. In this programme we look at what makes an Ikea store unique in the global market place. We travel to Switzerland to find out the history of the company through the recollections of the man who started it all seventy-four year old Ingvar Kamprad. In Sweden we go behind the scenes with the design team. From the village of Almhult - birthplace of the founder and still the hub of the empire - we explore what goes into making an Ikea product. The largest print run in the world after the bible is the Ikea catalogue. We visit the largest photographic studio in northern Europe and we see the difficulties involved in selling the same product unaltered in 32 countries. We travel to Moscow to witness the opening of the first store in Russia and we reflect on the future of the business.

Senior Secondary - Tertiary

50 mins Produced in the UK 2001

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

BEST SELLER

Future Cars

This excellent program presents an overall look at some of the latest developments in the way we power our motor vehicles. Beginning by looking briefly at the history of the motor car and the use of the internal combustion engine, the program goes on to look in detail at the use of hybrid, hi-tech diesel and hydrogen engines. Computer graphics explain how the hybrid engine in the Toyota Prius works and how fuel cells work in hydrogen powered vehicles. The program also looks at the concept of 'drive-by-wire' vehicles, and some of the constraints in applying these new technologies.

Senior Secondary - Tertiary

52 mins Produced in the USA 2004

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

The Art of Design

This two-part program consists of 12 short case studies where designers demonstrate the ingenuity, expertise and innovation of design. Using products, services and graphics, the designers explain the problems they faced and the solutions they created to produce some of the world's most striking and best known products. Products that are supreme examples of aesthetics, form and function.

Part 1 -

Graphics – by Jonathan Barnbrook.

Animatronics – by Jim Hensons Creature Workshop Team.

Handihaler - and inhaler for asthmatics by Kinnier Dufort.

The Psion 5 - handheld computer by Therefore Design.

Earth Galleries Exhibition - by Event Communications.

The Cable & Wireless Adventure - Powerboat by John Walker.

Part 2 -

The Ford Ka – by the Ford Design Team.

The Meekong Wheelchair – by Motivation.

Rolls-Royce 3 Shaft Engine – by Geoff Wilde and Rob Howe.

RAC Control Centre – by Nicholas Grimshaw.

Automated Teller Machines – by NCR Design Team

Fashion – by Ally Cappellino.

Senior Secondary - Tertiary

2 x 30 mins, Produced in the UK 2001

Secondary Schools Price: \$86.90

Universities and TAFEs Price: \$141.90

Trainer-Mania

The modern running shoe was born in the 1960's and new materials were created to address the problem of protecting our feet from the punishing demands of modern sports. This program provides a new look at the science that created them, new materials being used in their production, the technology that goes into their design and the future research that will improve them.

Senior Secondary - Tertiary

48 mins Produced in Canada 2000

Secondary Schools Price: \$86.90

Universities and TAFEs Price: \$141.90

Driven To Destruction

Behind the glamorous façade of the Monte Carlo Rally, there are teams of engineers and technicians who toil to produce cars with a competitive advantage. Designed to last only three days, this program profiles the design and technology behind Subaru's latest rally vehicle, the X28. Based on mass-market production cars, the X28 is been almost entirely redesigned to that it can accelerate from 0 to 60 in three seconds. The program examines how the turbo charger works in a rally engine, tyre and brake technology, how the computerised traction system works, and hydraulic gearbox technology operated via the steering wheel.

Senior Secondary - Tertiary

30 mins Produced in the UK 2002

Secondary Schools Price: \$86.90

Universities and TAFEs Price: \$141.90

Sports Tech

Higher, faster, stronger...today the quest for athletic excellence is as dependent on the scientist and engineer as it is on the athlete. At one of the world's foremost sports centres in Calgary, teams of psychologists, biologists, chemists, mathematicians, physicists, and bio-mechanists are fashioning elite athletes from the inside out, changing not only the way they perform but also the way they think.

Senior Secondary - Tertiary

48 mins Produced in Canada 2000

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Building the Future

This program explores new techniques being used to create more sustainable cities, as builders and developers try to maintain a balance between the exploitation and conservation of our natural resources. Some things the program considers are:

- * the recycling of old structures into new, flexible designs,
- * using long lasting materials,
- * making buildings more energy efficient,
- * the use of photo-voltaic cells in power distribution systems,
- * the use of fuel cell technology to address the problems caused by city traffic.

Senior Secondary - Tertiary

30 mins, Produced in the UK 2000

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Universities and TAFEs Price: \$141.90

Building the Ultimate Submarine

Speed, strength, stealth, and power - the submarine is a mean machine. This program begins by looking briefly at the history of the submarine. Next, we consider the propulsion system before exploring how the hull is designed to withstand the huge forces of sea pressure. Dramatic tests show how a submarine's hull can be crushed like a cigarette packet. We look at the problems of weight control and buoyancy, before finally looking at the use of sonar and how submarines avoid detection. Sound, the need to be quiet, plays a key role in trying to make a submarine indestructible. We hear from the sonar operators who creep up on their Russian opponents and listening in to their every move.

Senior Secondary - Tertiary

24 mins Produced in the UK 2004

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

Building the Ultimate Helicopter

Agile and athletic, the helicopter is the only machine designed to take off vertically and hover. This program shows the helicopter being pushed to its limit. We begin by looking at the rotor system and blade design with wind tunnel tests. Next, we look at the use of composite materials designed to keep weight down while maintaining impact resistance including the incidence of bird-strike on the windshield using chicken gun tests. We consider engine design, and the automation of flight using avionics (computer guidance). Finally, the program looks briefly at the helicopter of the future - the tilt rotor helicopter.

Senior Secondary - Tertiary

24 mins Produced in the UK 2004

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Universities & TAFEs Price: \$141.90

The Science And Technology of Sailing

This program examines the science, technology and sheer nerve which goes into preparations for the Volvo Ocean Race. Space age technology, Formula One design techniques and revolutionary clothing are just some of the elements required to send a 60 foot long yacht 32,000 miles around the world at breakneck speed. Around the world yachtswoman Tracey Edwards helps demystify the science, technology and excitement that drives the crews in this awe-inspiring race.

Middle Secondary - Tertiary

45 mins Produced in the UK 2003

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

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Middle Secondary - Tertiary

20 mins Produced in Australia 2003

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

Building the Biggest Series

This new series charts the race to build the world's tallest skyscraper, biggest cruise ship and largest passenger plane. Set against a compelling history of engineering, the series places each project in its fullest scientific and cultural context. With extraordinary behind-the-scenes access, the series brings alive these larger-than-life quests in rich detail.

Superships – Cities At Sea

This program charts the quest to conquer the oceans and takes a close-up look at the design and building of the world's biggest cruise ship. This giant is over 1000 feet long and will rise over 200 ft above the sea. With construction already underway, this ship will be equipped with many of the facilities found in a small city including a golf course and shopping district.

Ski Giants – Super Jumbo Jet

This program follows the work of engineers as they prepare to build the greatest ever passenger carrying aeroplane. Capping a century of flight, the Airbus A380 will carry over 600 people and will haul a massive take-off weight of over 580 tonnes. The sheer scale of this aircraft promises a stunning new chapter in aviation history.

Mega Towers- Reaching for the Skies

This program follows the construction work of two of the tallest structures in the Middle East. We consider the architectural and engineering feats achieved against the backdrop of the unique cultural context of the Middle East.

Senior Secondary - Tertiary

3 x 50 mins Produced in the UK 2000

Episode Price for Secondary Schools: \$75.90

Episode Price for Universities & TAFEs: \$108.90

Series Price for Secondary Schools: \$179

Series Price for Universities & TAFEs: \$259

Timber Furniture

From the DESIGNERS series

A timber furniture designer shows us how she makes a bench and a screen. She takes us through the process including the selection of the right timbers and construction using traditional joinery. She uses woodworking machines for most of the making process.

Middle Secondary

15 mins, Produced in Australia 2003

Price A: \$75.90 incl. gst

Price B: \$108.90 incl. gst

Fashion

From the DESIGNERS series

A fashion designer for a street-wear label reveals the process that turns a sketch in his notebook into a garment hanging on the rack in a clothes shop. We see all the steps in the process.

Middle Secondary

15 mins, Produced in Australia 2003

Price A: \$75.90 incl. gst

Price B: \$108.90 incl. gst

Jewellery

From the DESIGNERS series

An industrial designer shows up how he hand-makes high quality pressed jewellery from silver and gold. His process is contrasted with mass produced jewellery cast from pewter for the surf market.

Middle Secondary

15 mins, Produced in Australia 2003

Price A: \$75.90 incl. gst

Price B: \$108.90 incl. gst

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Systems & Connections Series

Looking at telecommunications, system design, hardware architecture, software engineering, programming languages and concepts, operating systems, networking, firewalls and server issues, database design and development, e-commerce set-up and implementation and the internet backbone. Together with the companion series "**Graphics, Media and Multimedia**," this covers the major current developments on the IT scene in Australia through the eyes of those who are most involved.

Operating Systems

- the operating system
- the alternatives
- extensions/drivers
- clashes and crashes
- the basics
- memory requirements
- storage requirements
- home/office suites
- maintenance and repair

Linux

- Applications of linux
- History
- Open source
- Stability
- Support
- Linux vs the rest

Networking

- The development of networked computing
- Networks in organisations
- Network topologies
- The client/server model
- Other network models
- Intranets
- Network operating systems
- Security issues

Databases

- Methods of storing data
- Database interfaces
- SQL
- Database design procedures
- Data manipulation
- Data warehousing
- Data mining

Software Development

- The software development cycle
- The specification
- Arriving at a specification
- Design
- Implementation and testing
- Modular testing
- Human oriented programming
- Object oriented programming: examples

Programming Languages

- Early Programming Languages
- The C Programming Language
- Visual Basic
- Java and how it works
- Java Applets/Java Scripts
- Computer Gateway Interfaces (CGI)

Information Systems

- Types of information systems
- Expert systems
- Neural networks
- Networks in organisations
- Designing an information system
- The role of an information system provider
- Outsourcing information systems operations
- Organisations using the internet

Jobs in Technology

- Job vacancies
- Skills in demand
- Working towards a career in technology
- Certified qualifications
- Working in the information age

The Internet

- International connections and considerations
- Domain nomenclature
- DNS • FTP and HTTP
- Site blocking and Downloading
- E-mail

Internet Strategy

- Entertainment and surfing
- Searching and researching
- Email
- Games
- Online shopping
- Favourite website
- The good, the bad and the ugly
- Suggested improvements

Search Engines

- Search engines vs directories
- Search results rankings
- Spiders on the web
- Search engine revenue
- Setting up a search engine
- Evolving with the web

A Look at an ISP

- Internet services providers
- Cables and connections
- Server software
- Website storage
- Explanations of: tcp/ip, ppp, http, pop & smtp
- Proxy servers
- Routers
- The server's busiest times
- When things go wrong
- Free ISP's
- ISP services in the future

E-Commerce

- Applications of e-commerce
- Web site promotion
- E-mail broadcasting
- E-trading
- Shopping carts
- The future

E-Commerce: Behind the Scenes

- Web based transactions
- Security technology in online purchasing
- Firewalls
- Hackers
- Online product management
- Statistical analysis
- Developments in e-commerce
- E-Marketing
- Statistical analysis
- Email advertising
- Newsgroups
- Banner advertising
- Reciprocal links
- Search engine listings
- Integrating marketing/print campaign
- Domain name registration

Telecommunications: Telephone Technologies

- The Australian telecommunications industry
- Analogue vs Digital phones
- The CDMA system
- Cellular phone systems
- Telephone media
- International connections
- Pricing and competition

Telecommunications: Broadcasting & the Internet

- Analogue television
- Digital television
- Pros and cons of digital television
- Pay tv - multicasting
- The need for more bandwidth
- Solutions for faster access
- Video conferencing

Senior Secondary – Tertiary
17 x 20 mins (approx) each, Produced in Australia by Appleseed Productions 2000

Secondary Schools Price: \$75.90 per episode
Universities and TAFEs Price: \$108.90 per episode

Any 4 or more programs:
Secondary Schools Price: \$30 each
Universities and TAFEs Price: \$60 each

Internet Shopping: Interactive or Invasive?

E-tailers routinely collect information to their websites to better target their ads. Is this surrender of privacy the price of a personalised online shopping experience? This program seeks to understand the dynamics of, and the ethical issues surrounding, strategic online marketing with top management from three high-flying dot.coms - Buy.com, Lycos and DoubleClick. From cookins to banner ads, the gathering and leveraging of consumer data is viewed as they key to making e-commerce viable

Senior Secondary - Tertiary,
13 mins Produced in the USA 2002
Secondary Schools Price: \$75.90
Universities & TAFEs Price: \$108.90

CISCO Systems & the Internet Economy

In part 1 of this program we discuss how the computer infrastructure giant, whose routers are the brains of the Internet uses technology to enhance its own operations and growth. In part 2, we talk to experts and economists about the implications of the staggering increase in employment in the Internet economy, fueled by the dot.coms and the 'clicks and mortar' enterprises.

Senior Secondary - Tertiary,
28 mins Produced in the USA 2005
Secondary Schools Price: \$86.90
Universities and TAFEs Price: \$141.90

NEW

No Place To Hide

In this compelling two-part documentary, privacy commissioners, hackers, former secret agents and privacy freedom fighters provide inside stories on how a giant web of information is being spun. The program examines the emerging technologies that are making our lives open books. **Part One** of this program explores how, throughout the world, more and more governments and law enforcement agencies are using closed circuit cameras and other sophisticated tools to capture and catalogue the details of our lives. It considers how DNA testing, satellite, microwave and fibre-optic technologies are being used to catalogue information about individuals.

Part Two reveals how private data corporations are collecting and selling information about us. It considers how this data can be 'hacked' and manipulated to the disadvantage of the individual, or even stolen.

Senior Secondary - Tertiary
2 x 45 mins, Produced in Canada 1998
Secondary Schools Price: \$86.90
Universities & TAFEs Price: \$141.90

NEW

Natural Born Robots

The next generation of robots swim like fish, play soccer and even experience emotions. In this program, divided into 5 segments, we examine how robots have undergone many angles. We learn about scientists' attempts to pattern robots after biology by designing a robotic coackroach, and in an attempt to make them more human, we meet other robots designed for social interaction with humans. We consider how robots can interact within a team, as evidenced by the soccer-playing robots at RoboCup 99.

Senior Secondary - Tertiary,
50 mins Produced in the USA 2000
Secondary Schools Price: \$75.90
Universities & TAFEs Price: \$108.90.

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Technology

The Science Of Sport

Science is playing an increasingly crucial role in today's competitive world of sport, with every new development making all the difference between winning and losing. This fascinating documentary investigates how science and sport interact - from the development of new equipment to improving an athlete's physical performance. Each program in the series focuses on one particular sport, examining the science and technology being brought into play in:

- ▷ **Winter Sports,**
- ▷ **Golf,**
- ▷ **Athletics,**
- ▷ **Tennis,**
- ▷ **Cricket and**
- ▷ **Soccer.**

SOCCER

Soccer is the most popular sport on the planet and this program investigates how science is making football players fitter, stronger and mentally tough enough to compete at the highest level. We also use science to explain breathtaking skills and look out how technology has revolutionised football boots and balls.

CRICKET

Cricket: It's a strange and alien world. Two teams compete. The players wear white. The ball doesn't seem to obey the laws of physics. The game is full of mysterious skills and baffling terms - googly, yorker, cutter, bakerloo, golden duck.

ATHLETICS

In the Science of Athletics we explore the high octane world of the athlete and discover how science can help us understand athletics. What makes an athlete run faster, jump high? Are athletes born or made?

GOLF

Golf - the rules are simple. Get a ball into 18 holes in as few shots as possible. But take a closer look and it's a complex game, where science is involved at every stage from the drive, to the putt, in the body and in the mind.

TENNIS

The modern, powerful game of tennis is almost unrecognisable from the slower, more elegant game of 20 years ago. It has undergone a revolution of style, technique and training. Science of Sport looks at the impact of the technological leaps.

WINTER SPORTS

In an action packed programme Science of Sport looks at the hi-tech science behind Winter Sports. We see how new technology, designs, sports psychology and training regimes combine to make supreme athletes.

Middle Secondary - Tertiary

6 x 47 mins, Produced in the UK, 2004

Secondary Schools Episode Price: \$64.90

Secondary Schools Series Price: \$250

Universities & TAFEs Episode Price: \$108.90

Universities & TAFEs Series Price: \$399

New Lower Price!



SPORTS TECHNOLOGY

Higher, faster, stronger...today the quest for athletic excellence is as dependent on the scientist and engineer as it is on the athlete. At one of the world's foremost sports centres in Calgary, teams of psychologists, biologists, chemists, mathematicians, physicists, and bio-mechanists are fashioning elite athletes from the inside out, changing not only the way they perform but also the way they think.

Senior Secondary - Tertiary

48 mins Produced in Canada 2000

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

Design & Development

Evolution Revolution

The integration of man with machine is common currency in science fiction, but at the dawn of the 21st century the cyborg is becoming a practical reality. This program looks at how the technology of robotics is being utilised to improve the lives of people with disabilities. We examine how systems and controls are being used to create articulate prosthesis, and the potential of sensor technology for use in living organisms.

Senior Secondary - Tertiary

30 mins, Produced in the UK 2002

Price A: \$86.90 incl. gst

Price B: \$141.90 incl. gst

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NEW

Hi-Tech Foods: Are GMOs Safe?

Fast-tracked by the US Federal Drug Administration, GMOs (genetically modified organisms) have already penetrated deeply into the American food supply. But are they safe? This program examines both sides of the GMO controversy. Agricultural law professor Neil Hamilton, a nutritional consultant, a corn farmer and a University economist discuss reasons for taking a conservative approach and the unfairness of anti-GMO rhetoric. We also consider if the potential benefits of GMOs outweigh the possible risks.

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How Computers Were Invented

This program traces the history of the development of computers, and illustrates the principles by which all computers operate. Not technical, but a good introduction to computer study the program investigates the work of Blaise Pascal, Charles Babbage, IBM, Apple and more.

Middle Secondary

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Digital Magic: The Revolution in Film & TV

NEW

In part 1 of this program we look at the rapid growth of the digital film industry. Inexpensive and easy to use, digital video cameras and editing software enable independent filmmakers and students alike to create features and documentaries - and they use the Internet as a ready distribution channel. In part 2, we look at the successor to the VCR: the Personal Video Recorder. We also look at Web TV, which allows viewer interaction with the Internet and live broadcasts

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Graphics, Media & Multimedia Series

Graphics: Image Manipulation

- Vector artwork: Adobe Illustrator
- Bitmap image editing: Photoshop
- Filters/effects
- Image formats: EPS, JPEG, TIFF, GIF
- Page layout: Quarkxpress, InDesign

Graphics: Hardware and Workflow Management

- Housekeeping and workflow considerations
- Mac or PC
- Image capturing - scanning
- Backup, file management and storage
- Adobe PDF files
- Graphic Design and the Web: file formats and sizes, resolution, limitations on colour

Graphic Design: Concept to Print

- Interaction with a client
- Concepts and ideas
- Drawing by hand
- Principles of design
- Refining an idea
- Finished art/pre-press
- Getting ready for print
- Bleeds
- Trapping • Film output • Printing



How Computers Were Invented

HH004

This program traces the history of the development of computers, and illustrates the principles by which all computers operate. Not technical, but a good introduction to computer study the program investigates the work of Blaise Pascal, Charles Babbage, IBM, Apple and more.

Middle Secondary

30 mins Produced in the USA 1997

Secondary Schools Price: \$75.90

Universities & TAFEs Price: \$108.90

Desktop Printing

- Printing in colour • Inkjet technology
- Laser technology
- Dye sublimation printers
- Printing over a network
- Printer drivers • Postscript
- Buying a printer

Computer Aided Design

- The uses of computer aided design
- Interviews with AutoDesk, the maker of AutoCAD
- The many uses of CAD
- The underlying principles involved
- Case study of a major ship builder

The Multimedia Revolution

- CD-ROM authoring • Media content
- Multimedia authoring tools
- Compressing video for cd-rom • DVD: the new standard?
- Multimedia: the evolving medium

Designing Websites: Client Considerations

- Know your client
- The physical process
- What is a good website?
- Know your target audience
- Empowering the client
- The new medium

Designing Websites: Designers Tools

- HTML • Visual html editors
- Designers as programmers
- Java
- Browser compatibilities
- Visual editors
- Colour palates • Files sizes
- Flash/shockwave content

Video Games

This program goes behind the scenes of the world of video games. From diversion to obsession they have altered the leisure landscape of our lives. They live the life that millions can only dream of. These electronic cowboys work around the clock creating, testing, debugging, and calibrating the next generation of joystick realities.

Senior Secondary - Tertiary

48 mins, Prod. in Canada 2000

Secondary Schools Price: \$86.90

Universities & TAFEs Price: \$141.90

Video Editing

- Change and evolution
- Compression • Storage
- Processing
- Formats
- Software and support
- An over the shoulder look at editing in progress

Video Tape

- Recording on tape
- Evolution of tape formats
- Digital video tape
- maintenance and care of tape
- Storage of tapes • Formats as standards

Digital Stills Cameras

- Why digital? • Which camera is for me?
- Resolution
- Memory • Transferring images
- Compression • Batteries
- Printing and digital processing

Sound Editing

- Working with pictures
- "Sweetening" the sound
- Mixing for commercials • The mixing desk
- Adding echo
- Digital sound • Sound formats
- Hi-fi
- MP3 and mpeg • An ear to the ground

Senior Secondary – Tertiary

12 x 20 mins each (approx),

Produced in Australia by Appleseed Productions 2000

Price A: \$75.90 per episode

Price B: \$108.90 per episode

(ask about discounts for large orders)

The Brave New Game

A whole new world of computer entertainment is now being created. Called massively multi-player games (MMPs), they will allow up to a million people to play against each other online. In this half hour ABC special, we follow an Australian design team called Micro Forte, as they create the vast virtual game world of Citizen Zero. With US\$40 million invested in the project, it will be the biggest and most sophisticated multi-player game ever.

Middle Secondary – Tertiary

27 mins, Produced by the ABC, 2003

Secondary Schools Price: \$97.90

Universities & TAFEs Price: \$141.90

Digital Magic: The Revolution in Film & TV

NEW

In part 1 of this program we look at the rapid growth of the digital film industry. Inexpensive and easy to use, digital video cameras and editing software enable independent filmmakers and students alike to create features and documentaries - and they use the Internet as a ready distribution channel. In part 2, we look at the successor to the VCR: the Personal Video Recorder. We also look at Web TV, which allows viewer interaction with the Internet and live broadcasts

Senior Secondary - Tertiary,
23 mins Produced in the USA 2005
Secondary Schools Price: \$86.90
Universities and TAFEs Price: \$141.90

Designing A Web Site

The ABC Online team design and implement a new look for the JJJ Oz Music Month web site. The focus of the site is Australian music and features interactive and streaming delivery of information. We explore the design process from conception to realisation, and see how the designers formulate their ideas and bring them to life utilising a variety of technologies and production methods. (Students can visit the site online after viewing this program.)

Middle Secondary
15mins, Produced in Australia 2003
Secondary Schools Price: \$75.90
Universities & TAFEs Price: \$108.90

Information Literacy:

The Perils of On-line Research

NEW

In a world of information overload, information literacy has become a survival skill. But what exactly does information literacy mean? With a focus on the Internet, this video explains how to conduct solid online research by collecting information in an organized, efficient, and ethical way. Professor Maurita Holland of the University of Michigan School of Information provides expert commentary and guidance on a range of research activities, including evaluating the credibility of Web content, documenting online sources, and paraphrasing—not copying—the words of others. Additionally, a high school teacher and a graduate student demonstrate real-world examples to reinforce the challenges and rewards of online research. The consequences of plagiarism and shaky facts are emphasized.

Middle Secondary - Tertiary
21 mins Produced in the USA 2006
Secondary Schools Price \$86.90
Univerities & TAFEs Price \$141.90

A Stranger in Our Home

In 1999, 1 in 5 children with Internet access was sexually approached on the web. This jarring statistic is the basis of this gripping documentary which exposes the alarming rise of internet sexual predators. It particularly focuses on the disturbing tale of Daniel and Stephanie, two teenage victims of Internet predators. Internet predators are modern-day chameleons who pose on the web as whoever our children need them to be. This program examines how information technology has given paedophiles the world in a chat room and they're just a modem away from our children.

Senior Secondary – Tertiary
45 mins, Distributed by arr. With the ABC 2000
Secondary Schools Price: \$97.90
Universities & TAFEs Price: \$141.90

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