

## 757-871 Techniques A (Design)

<b>Credit Points:</b>	25.000
<b>Level:</b>	Graduate/Postgraduate
<b>Dates &amp; Locations:</b>	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus. Semester 2, - Taught on campus.
<b>Time Commitment:</b>	Contact Hours: 6 hours per week (or equivalent) plus 14 hours per week time commitment, 12 weeks Total Time Commitment: Not available
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.&lt;/p&gt;         &lt;p&gt;It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>
<b>Subject Overview:</b>	<p>Performance Techniques A (Design) addresses knowledge and techniques specific to the discipline. Through lectures, tutorials and skills classes, this subject explores the role of the designer as part of the creative team, defining the skills, qualities and processes that are essential to the practicing professional.</p> <p>Students will be introduced to and should be able to participate in the procedures, workings and techniques used in the Scenic Workshop and the Costume Department.</p> <p>Students should also develop an ability to identify, evaluate and participate in the working processes relevant to effective collaboration between directors, choreographers, animateurs and set, costume and lighting designers.</p>
<b>Assessment:</b>	Written/practical assignments equivalent to 8,000 word essay (80%); participation (20%). Assignments will be due at regular intervals during the semester
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On completion of this subject students should be able to:</p> <p>Demonstrate an understanding of the structure and roles within the production workshop</p> <p>Work collaboratively with other creative team members on the development of design concepts</p> <p>Demonstrate the ability to develop concepts through a specific design process</p>
<b>Links to further information:</b>	<a href="http://www.vca.unimelb.edu.au/">http://www.vca.unimelb.edu.au/</a>

<b>Related Course(s):</b>	Postgraduate Diploma in Production
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