

757-872 Techniques B (Design)

Credit Points:	12.50
Level:	6 (Graduate/Postgraduate)
Time Commitment:	Contact Hours: 3 hours per week (or equivalent) plus 7 hours per week time commitment, 12 weeks Total Time Commitment: Not available
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>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.</p> <p>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: http://services.unimelb.edu.au/disability</p></p>
Subject Overview:	<p>This subject is a further development of the material introduced in Performance Techniques A (Design) with an emphasis on the techniques required to properly document a design such as models, technical drawings and storyboards.</p> <p>Students will use as their project material, designs that they are simultaneously developing collaboratively in the subject Performance Projects B</p>
Assessment:	Written/practical assignments equivalent to 4,000 word essay (80%); participation (20%). Assignments will be due at regular intervals during the semester
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<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>
Links to further information:	http://www.vca.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Production