THTR30025 Performance Technology 3B

Credit Points:	12.50		
Level:	3 (Undergraduate)		
Dates & Locations:	This subject is not offered in 2014.		
Time Commitment:	Contact Hours: 32 Hours Total Time Commitment: 120 Hours		
Prerequisites:	Subject	Study Period Commencement:	Credit Points:
	THTR30024 Performance Technology 3A	Semester 1	12.50
Corequisites:	None		
Recommended Background Knowledge:	None		
Non Allowed Subjects:	None		
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this course are articulated in the Course Overview, Objectives and Generic Skills sections of this entry. 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 course are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/		
Contact:	Mr Joseph Mercurio josephwm@unimelb.edu.au (mailto:josephwm@unimelb.edu.au) or Faculty of the VCA and Music Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au		
Subject Overview:	This subject will be delivered in the form of an intensive design lab to further facilitate the understanding and importance of collaboration with an Artistic Director (AD) in the realisation of design concepts. Students will be given a stimulus from a guest artistic director which they are to familiarise themselves with before attending class. The students will collaborate with the AD to create a Design Concept Document (DCD). Each week students will work in collaborative teams (a lighting designer, audio designer and vision designer) to develop a DCD. Each student group will produce a single unified Design Concept Document incorporating inspirational/aspirational audio, images and video to represent the design; the design concept will be presented to the AD.		
Learning Outcomes:	This subject will have developed advanced collaborative and design skills in collaboration with directors/choreographers. Students will have a clear understanding of the integration of performance technology elements in a variety of contexts. Students should also have demonstrated greatly advanced skills in Audio, Lighting, and Vision technologies through directed peer and self-learning. This subject aims to stimulate and educate students in the process and importance of collaboration and creation of Design Concept Documentation with an Artistic Director's input. Students should demonstrate the process of creating design concepts to articulate their ideas.		

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Assessment:	Module Design 1 (300 words equivalent). Week 1. 10% Module Design 2 (300 words equivalent). Week 2. 10% Module Design 3 (300 words equivalent). Week 3. 10% Group Collaborations 1 (300 words equivalent). Week 1. 10% Group Collaborations 2 (300 words equivalent). Week 1. 10% Group Collaborations 3 (300 words equivalent). Week 3. 10% 15 minute Oral presentation (1000 words or equivalent) and a Written reflection (1000 words or equivalent). Mid Semester. 40% Hurdle requirements: Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject.	
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:	On completion of this subject, students should be able to: • Successfully collaborate with artistic direction. • Create original work in an appropriate format that demonstrates analytical, research and professional communication skills. • Demonstrate improved time management and planning skills through managing and organising workloads for recommended project completion. • Demonstrate higher capacities for artistic imagination, creativity, transformation and interpretation. • Exhibit their practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication.	
Links to further information:	http://www.vca.unimelb.edu.au/performingarts	
Related Course(s):	Bachelor of Fine Arts (Production)	

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