DNCE90004 Cross Discipline Lab 2

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 5hrs per week X 12 weeks Total Time Commitment: 170 hours
Prerequisites:	None
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 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. 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
Coordinator:	Ms Helen Herbertson
Contact:	Helen Herbertson helenfh@unimelb.edu.au
Subject Overview:	This subject expands upon the exploration of the building blocks of performance creation with a focus on screen-based approaches and skills. Practical studio-based classes provide interaction with other disciplines to develop communication and collaborative abilities and a familiarity with other approaches to the processes of artistic composition. With an emphasis on dance on screen the subject provides an introduction to dance on screen works of the 20th and 21st century, practical and theoretical investigation into the incorporation of space and design in the creation of dance screen work, exploring notion of dance, movement, design and camera. Students are mentored through the development and realisation of a short dance on screen work building practical skills and experience of the processes and elements required, including roles & responsibilities, camera techniques, editing software, storyboard, phrasing using dance and the camera. Students choreograph, perform and crew in small teams to realise a short dance on screen project.
Learning Outcomes:	On completing this subject students will: # Gain an understanding of the processes, structures, elements and resources required to plan and implement a new artistic dance work for screen # Gain an understanding of how to develop and apply various strategies in choreographing, directing, designing and performing to create a new work for screen # Develop and articulate choreographic, filmic and design ideas presented and interrogated in a 'pitch' and /or storyboard. # Develop the capacity to conceive and create choreographic/ performance material 'for the camera': movement material manipulated specifically for the boundaries and possibilities of the camera and editing processes. # Develop the capacity to plan and implement a development process and coordinate the creation and realization of artistic materials

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Related Course(s):	Master of Dance
	# the ability to apply theory to practice # the capacity for kinaesthetic awareness; # the capacity to develop a work methodology;
	# the capacity to solve problems
	# the ability to exercise imaginative and transformative processes
	# the capacity to think critically
	# the ability to interpret, analyse and evaluate information
Generic Skills:	On completing this subject students will have:
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Breadth Options:	This subject is not available as a breadth subject.
Prescribed Texts:	None
Assessment:	Practical studio experiments each with specific objectives - Start of Semester (20%) Pitch presentation for screen work outlining scope and focus of project - Week 6 (10%) Storyboard presentation - Week 7 (10%) Skill advancement in the realisation of a Dance Screen project (3minutes) - End of semester (40%) 1 x 1000 written documentation of process - End of Semester (20%)
	# Demonstrate effective and appropriate time and people management skills to enable timely completion # Develop the ability to reflect upon and identify personal learning and achievement of objectives in written form via analysis of the process, tasks and stages of a process.

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