460-674 Creative Projects-Digital Technologies

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 2, - Taught on campus.
Time Commitment:	Total Time Commitment: Not available
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:	Andrew Swainston
Subject Overview:	This subject allows students with little formal arts backgrounds to explore creativity, design and innovation through the arts (music, drama and visual art) using digital technologies. Students will examine a number of artistic contemporary compositional techniques in order to create their own multimedia presentations. They will reflect on this process and their approach to the development, management and final outcome of the project.
Assessment:	There will be three items of assessment: Tutorial presentation (20%); Software review (20%); Project with reflective journal (end of semester) (60%) Word limit 4000 words or equivalent
Prescribed Texts:	Course readings will be provided
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # Bachelor of Arts # Bachelor of Biomedicine # Bachelor of Commerce # Bachelor of Environments # Bachelor of Music # Bachelor of Science # Bachelor of Engineering You should visit **learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html)** and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	Students will have:

- \# An enhanced understanding and critical awareness of the nature of creativity, design and digital technologies;
- \# The ability to design a digital technology project that incorporates students' original compositions;
- \# An enhanced capacity to undertake independent research including the ability to seek out and utilise new technologies;
- \# An enhanced capacity to apply imaginative, creative and innovative approaches to a given project;
- \# The capacity to apply new concepts to their critical interpretation of familiar and new information and experiences.