

717-AA Master of Sound Design

Year and Campus:	2008								
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees								
Level:	Graduate/Postgraduate								
Duration & Credit Points:									
Contact:	Student and Academic Services Faculty of the Victorian College of the Arts 234 St Kilda Road, Southbank, 3006 Tel: 9685 9419								
Course Overview:	<p>The Master of Sound Design (by research) provides the second phase of training, building on the postgraduate diploma (Sound Design) for advanced students. An advanced level research project consisting of the following aspects over three semesters.</p> <ul style="list-style-type: none"> # A 8,000 word, or equivalent, research proposal, discussing the major research objectives, methodologies to be used, and projected outcomes of the study. The research proposal to be presented to peers and the School of Production research committee at a post graduate seminar. 37.5 points # Directed study courses arranged in liaison with the course supervisor that provide theoretical and/or practical support for the major research project. These courses will be available through the Graduate Diploma in Sound Design stream. 12.5 points. <p>OR</p> <ul style="list-style-type: none"> # Fieldwork arranged in liaison with the course supervisor that provide practical experience relevant to the major research project. 12.5 points. <p>The major research project: Phase A: The sound design of a major public performance or series of performances, value 67% of total research project. This performance will be documented, and assessed by two appropriate experts in the field.</p> <p>Phase B: A 10-15,000 word commentary, value 33% of total research project, to be developed concurrently with Phase A. This commentary will be assessed by the same two appropriate experts in the field. 100 points</p> <p>The sound design of a major public performance or series of performances, value 67% of total research project. This performance will be documented, and assessed by two appropriate experts in the field. A 10-15,000 word commentary, value 33% of total research project, to be developed concurrently with Phase A. This commentary will be assessed by the same two appropriate experts in the field. 100 points</p> <p>The sound design of a major public performance or series of performances, value 67% of total research project. This performance will be documented, and assessed by two appropriate experts in the field. A 10-15,000 word commentary, value 33% of total research project, to be developed concurrently with Phase A. This commentary will be assessed by the same two appropriate experts in the field. 100 points</p>								
Objectives:	<p>To:</p> <ul style="list-style-type: none"> # provide an opportunity for candidates to undertake advanced work in sound design for the performance arts in an environment where their artistic vision will be realised; # extend the knowledge, creative and expressive skills, and collaborative abilities of the candidate; # develop appropriate skills in the documentation, description and analysis of the sound design processes; # enhance the development of sound design, with relevance to the contemporary age and the traditions of the art form; # provide an environment where the practice and critical analysis of sound design exists at an advanced level; making a significant and innovative contribution to sound design practice. 								
Subject Options:	<p>Master of Sound Design (Research) Year 1</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> <td> </td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:			
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	757-603 Research Proposal	RHD First Half Year, RHD Second Half Year	Not Assigned
	757-604 Directed Study	RHD First Half Year, RHD Second Half Year	Not Assigned
	757-605 Fieldwork	RHD First Half Year, RHD Second Half Year	Not Assigned
	757-606 Research Project	RHD First Half Year, RHD Second Half Year	Not Assigned
Entry Requirements:	<p>Entry Requirements</p> <p>Applicants will have completed a four year Honours, or equivalent degree in a cognate discipline, with a grade average of at least 70% (H2B).</p> <p>Applicants must also submit a 1000 word outline of the area they wish to explore, showing the relevance of that area and demonstrating an advanced knowledge of the topic 'sound design'.</p>		
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>		
Generic Skills:	<p>At the completion of the course or subject students should be able to:</p> <ul style="list-style-type: none"> # Exhibit extensive theoretical and practical knowledge of their discipline including relevant professional knowledge, skills, discipline and ethics as they relate to a practising visual/performing artist. # Demonstrate capacities for artistic imagination, creativity, transformation and interpretation. # Demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication. # Demonstrate a flexible and innovative approach to the national and international challenges for the professional visual/performing artist in the 21st century. # Work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments. # Contribute to a range of visual/performing arts environments as artistic collaborators and leaders. # Demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas. # Critically and creatively engage with topics of cultural significance across communities. # Understand and appreciate how the visual and performing arts connect with the broader society and contribute to its social and economic development. # Understand their relationship with and responsibility to their cultural environment and society. 		
Links to further information:	www.vca.unimelb.edu.au/production/		