760-240 Interactivity

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:	Contact Hours: A 1-hour lecture and a 2-hour workshop per week Total Time Commitment: Not available
Prerequisites:	25 points of visual media subjects or equivalent.
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:	To be advised
Subject Overview:	This subject focuses on the concept of interactivity as it relates to creative digital media, particularly online works. Students are introduced to contemporary developments in this area through a series of seminars and lectures. In the workshop component of the course, students learn the basics of web site and interactive multimedia creation using software packages such as Dreamweaver and Flash. Students develop their own project-based interactive works and are encouraged to examine these from aesthetic, critical and technical perspectives.
Assessment:	A design plan equivalent to 500 words, including creative aims, flow chart, production plan and required resources, 15% (due week 6). A major project with accompanying workbook and reflective analysis equivalent to 3500 words, 85% (due week 12 and orally presented to the class). A hurdle requirement of minimum 80% attendance is required
Prescribed Texts:	Prescribed Texts:Available on-line
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:	# be able to engage in original research and demonstrate sound and independent creative and critical thinking in their choice of materials, processes and assessment project; # acquire the ability to trouble-shoot and teach themselves advanced aspects of software functionality by using manuals and web-based resources to solve technical problems; # be capable of presenting written and oral communication regarding their work at a near-professional standard.

Notes:	A basic knowledge of Photoshop and digital file management is required. A quota of 20 students applies to this subject.
Related Course(s):	Bachelor of Creative Arts Bachelor of Creative Arts and Bachelor of Music Bachelor of Creative Arts and Bachelor of Teaching Diploma in Creative Arts Graduate Certificate in Digital Media