

800-100 Seeing: The Whole Picture

Credit Points:	12.500
Level:	Undergraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 2, - Taught on campus. 1. didactic lectures and interactive 'expert panel', discussion. 2. tutorials 3. computer-based practical workshops
Time Commitment:	Contact Hours: 36 hours of lectures, consisting of 24 one hour lectures and 6 two hour panel 'fusion' sessions; 6 two hour workshops; 6 one hour tutorials Total Time Commitment: In addition to 54 hours of contact time, students will be expected to undertake 5 hours per week of non-contact study, which includes time for assessment preparation. Total = 54 + 60 = 114 hours.
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
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>
Coordinator:	Dr A Metha, Dr C Marshall, Dr L Kitchen
Subject Overview:	<p>Eighty percent of the information that humans use to interpret the world and navigate their way through life arrives through our sense of vision. The broad concept of seeing and how seeing impacts upon our lives acts as a hub to bring together key ideas from scientific, artistic, historical, cultural and technological spheres. This subject uses the topic of vision to help students appreciate that different disciplines have their own way of viewing the world and communicating their understanding of the world.</p> <p>Themes that are followed in this subject are: foundations of vision, movement and space, vision and identity, illusion, failing vision, vision and the future. The specific topics covered include: how the brain impacts what we see, how vision shapes the face of art, virtual reality and the future of computer gaming, how digital imaging has changed photography, illusions of perception and how things are not always as they seem, the role of vision in advertising and brand recognition, the social and cultural impact of psychedelia.</p> <p>Through the consideration of these themes and topics, this subject will encourage students to see the same things in different ways, or from different perspectives, and to develop an appreciation of the interface between those different viewpoints.</p>
Assessment:	One 500 word essay plan (10%, due mid-semester) which will receive feedback and then be developed into a 2000 word essay (40%, due week 12). On-line group assignments, completed during workshops (20%). Three multiple-choice exams of 30 minutes each, evenly spread throughout semester (30%).
Prescribed Texts:	None
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # Bachelor of Arts

	<ul style="list-style-type: none"> # Bachelor of Biomedicine # Bachelor of Commerce # Bachelor of Environments # Bachelor of Music # Bachelor of Science # Bachelor of Engineering <p>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.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>Small group work, distinctive on-line exercises will promote academic excellence through self-directed learning in groups and exposure to a broad range of uses of information technology. Interactive expert panel-based "Fusion Sessions" will encourage their capacity as critical and creative thinkers and their ability to confront unfamiliar problems.</p> <p>Students will develop inter-disciplinary knowledge and experience analytical thinking from academics representing diverse broad discipline areas and through the encouragement to work in cross-disciplinary groups in completing assignments. These learning activities will also provide an opportunity for students to articulate their own thought processes.</p> <p>The collaborative learning experience will encourage natural leadership and teamwork skills to develop in students, thus preparing them to undertake further organisational roles in their future study and in the workplace.</p>