

757-869 Techniques A (Puppetry)

Credit Points:	25.00
Level:	6 (Graduate/Postgraduate)
Time Commitment:	Contact Hours: 6 hours per week (or equivalent) plus 14 hours per week time commitment, 12 weeks Total Time Commitment: Not available
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>
Subject Overview:	<p>Performance Techniques A (Puppetry) addresses knowledge and techniques specific to the discipline. It is practically based, and includes classes in performance skills, technical skills, writing and design. The performance component explores a wide range of puppet styles including rod, shadow, object, string, glove and body puppet. In the technical component, students will focus on technical issues that are particular to puppets and the scenic space around them. Students will study puppet construction which will include the consideration of issues such as weight, size, materials and mechanics</p> <p>The writing and design components examine the development of a puppetry script from the initial idea through to its realisation in performance. The students will explore and become familiar with various script development models and the particular role of the writer and the designer within them.</p> <p>The subject encourages the student to understand and experience the inter-related nature of the various creative elements that comprise puppet theatre as a collaborative art form as well as experience the more traditional solo approach. The subject will examine play-making processes both text based and non-text based. It will encourage the development of an original solo work.</p>
Assessment:	Written/practical assignments equivalent to 8,000 word essay (80%); participation (20%). Assignments will be due at regular intervals during the semester
Prescribed Texts:	None
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:	<p>On completion of this subject students should be able to:</p> <p>Demonstrate skills in the manipulation and operation of puppets in a range of styles</p> <p>Demonstrate technical knowledge particular to puppets and the scenic space around them</p> <p>Develop a script from the initial idea through to realisation in performance</p>
Links to further information:	http://www.vca.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Production