

757-870 Techniques B (Puppetry)

Credit Points:	12.50
Level:	6 (Graduate/Postgraduate)
Time Commitment:	Contact Hours: 3 hours per week (or equivalent) plus 7 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>This subject is a further development of the material introduced in Performance Techniques A (Puppetry). Students will examine the concept of animating an inanimate object addressing the question of what makes a puppet live? that lies at the heart of the relationship between puppet and puppeteer. Students will be introduced to techniques aimed at investing intelligence into the inanimate object.</p> <p>In this semester students will also examine the areas of lighting, sound and set/properties/costume construction as well as address the staging issues and implications that are particular to puppetry in both live performance and film/animation. Ultimately students will be encouraged to take a lateral approach when finding a visual solution to a particular brief.</p>
Assessment:	Written/practical assignments equivalent to 4,000 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>At the completion of the course students should be able to:</p> <p>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.</p> <p>Demonstrate capacities for artistic imagination, creativity, transformation and interpretation.</p> <p>Demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication.</p> <p>Demonstrate a flexible and innovative approach to the national and international challenges for the professional visual/performing artist in the 21st century.</p> <p>Work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments.</p> <p>Contribute to a range of visual/performing arts environments as artistic collaborators and leaders.</p>

	<p>Demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas.</p> <p>Critically and creatively engage with topics of cultural significance across communities.</p> <p>Understand and appreciate how the visual and performing arts connect with the broader society and contribute to its social and economic development.</p> <p>Understand their relationship with and responsibility to their cultural environment and society.</p>
Links to further information:	http://www.vca.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Production