

760-201 Modes and Codes in Media Production

Credit Points:	12.50
Level:	2 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 1, - Taught on campus.
Time Commitment:	Contact Hours: A 1-hour lecture, a 2-hour practical tutorial and four hours of studio access per week Total Time Commitment: Not available
Prerequisites:	Usually 25 points of visual media subjects at 1st year level.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<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>
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Subject Overview:	The subject provides examination of the different formal systems used in modernist media production. The dynamics of screen and sound design are explored through the modes and codes of theatrical, broadcast and art based media. Students will develop practical skills through exercises and project work in film, video and sound production, and will develop concepts within the theoretical and historical context of modern media.
Objectives:	<ul style="list-style-type: none"> # be able to research and critically analyse creative media art-works based on avant-garde conventions; # conceive and produce short media works employing avant-garde conventions; # manage a small production; # effectively and independently use media technology.
Assessment:	Work totalling 4000 words. Comprising practical production (produced individually or working within a group) of approximately 5 minutes duration 60% (due end of semester), and written assignments 1400 words 40% (due during semester). A hurdle requirement of a minimum 80% attendance required.
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:	<ul style="list-style-type: none"> # apply highly developed analytic, cognitive and practical skills to the planning and successful completion of a complex creative task within a given time; # independently explore and develop ideas through practical experimentation;

	<ul style="list-style-type: none"># effectively use advanced communications technologies, computer systems and software for research and production;# think creatively and independently, and engage in constructive critical discourse;# participate effectively as a collaborator and team member.
Notes:	Students who have previously completed 760-201 Media Production: The Avant-garde, 760-223 Media Production: Film making, 760-224 Media Production: Video or 760-225 Media Production: Sound, are not eligible to enrol in this subject. A quota of 40 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