

911AA Master of Theatre Design

Year and Campus:	2011 - Southbank								
CRICOS Code:	037220E								
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees								
Level:	Research Higher Degree								
Duration & Credit Points:	Students are expected to complete this research in 1.50 years full time, or equivalent part time. Credit Points: 200								
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Course Overview:	<p>The Master of Theatre Design provides the second phase of a three year training in theatre set and costume design for advanced students.</p> <p>The Postgraduate Diploma in Production (Design) provides students with the opportunity through coursework and designing set and costumes for small scale projects to develop the creative, expressive, collaborative and organisational skills necessary to begin work as a theatre designer.</p> <p>The Masters program subsequently provides the opportunity for the student to develop and extend knowledge and expertise developed at Diploma level through undertaking advanced level research.</p> <p>The candidate is encouraged to develop his/her own personal artistic vision through an intensive and practical research project.</p>								
Objectives:	<p>The objectives of the course are:</p> <ul style="list-style-type: none"> # to provide an opportunity for candidates of proven ability to undertake advanced work in set and costume design for theatre in an environment where their artistic vision will be realised; # to extend the creative and expressive skills, knowledge, collaborative abilities, and self-confidence of the candidate; # to develop appropriate skills for the documentation, description and analysis of design processes; # to promote the development of design for theatre relevant for the contemporary age, while building on the traditions of the art form; # to provide an environment where the practice and critical analysis of set and costume design for the theatre can co-exist at an advanced level; # to make a significant contribution to theatre design practice in Australia. 								
Course Structure & Available Subjects:	Design for a performance or series of performances (60%); written commentary of 10,000-15,000 words (40%). Two appropriate external examiners will assess both the performance(s) and the commentary.								
Subject Options:	<p>Master of Theatre Design</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>757606 Research Project</td> <td>Not offered 2011</td> <td>Not Assigned</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	757606 Research Project	Not offered 2011	Not Assigned
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Entry Requirements:	Candidates are expected to have completed an undergraduate degree plus the Postgraduate Diploma in Production (Design) or equivalent, or an undergraduate degree plus at least 5 years' documented relevant professional experience.								

Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for subjects within this course are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of each subject entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/
Graduate Attributes:	http://www.unimelb.edu.au/about/attributes.html
Generic Skills:	<p>At the completion of this course, students should be able to:</p> <ul style="list-style-type: none"> # 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; # Demonstrate capacities for artistic imagination, creativity, transformation and interpretation; # Demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication; # Demonstrate a flexible and innovative approach to the national and international challenges for the professional visual/performing artist in the 21st century; # Work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments; # Contribute to a range of visual/performing arts environments as artistic collaborators and leaders; # Demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas; # Critically and creatively engage with topics of cultural significance across communities; # Understand and appreciate how the visual and performing arts connect with the broader society and contribute to its social and economic development, and; # Understand their relationship with and responsibility to their cultural environment and society.