**UNIB10004 Seeing: The Whole Picture** 

Credit Points:	12.50
Level:	1 (Undergraduate)
Dates & Locations:	2011, Parkville  This subject commences in the following study period/s:  Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: 3-hours per week of lectures and seminars Total Time Commitment: Estimated total time commitment of 120 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	800-100 Seeing: The Whole Picture
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 this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this 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/
Coordinator:	Dr Leslie Kitchen
Contact:	Email: ametha@unimelb.edu.au (mailto:ametha@unimelb.edu.au)  Email: crmars@unimelb.edu.au (mailto:crmars@unimelb.edu.au)  Email: ljk@unimelb.edu.au (mailto:ljk@unimelb.edu.au)
Subject Overview:	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. 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 art and psychadelia.
Objectives:	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.
Assessment:	One 500 word essay plan due mid-semester (10%,) which will receive feedback and then be developed into a 2000 word essay due week 12 (40%). Online group assignments, completed during workshops (20%). Three multiple-choice tests of 30 minutes each, evenly spread throughout semester (30%). It is a hurdle requirement that students participate meaningfully in the on-line discussion forum on the LMS (Learning Management System) and in the 'fusion panel' sessions by asking questions and participating in discussions, consistent with requirements in the subject guide. Students must attend a minimum of 75% of tutorials. Assessment submitted late without an approved extension will be penalised at 10% per day. In-class tasks missed without approval will not be marked. All pieces of written work must be submitted to pass this subject.

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Prescribed Texts:	None
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses:  # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2011/B-ARTS)  # Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2011/B-BMED)  # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2011/B-COM)  # Bachelor of Environments (https://handbook.unimelb.edu.au/view/2011/B-ENVS)  # Bachelor of Music (https://handbook.unimelb.edu.au/view/2011/B-MUS)  # Bachelor of Science (https://handbook.unimelb.edu.au/view/2011/B-SCI)  # Bachelor of Engineering (https://handbook.unimelb.edu.au/view/2011/B-ENG)  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.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	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.  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.  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.

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