VISM70001 Electronic Arts: Inventing Technologies

Credit Points:	12.50
Level:	7 (Graduate/Postgraduate)
Dates & Locations:	2012, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 24 Hours Total Time Commitment: 96 Hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
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 Overview, Objectives, Assessment and Generic Skills sections of this entry. 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 the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/
Coordinator:	Dr Elizabeth Presa
Contact:	**Faculty of the VCA and Music Student Centre** Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 *Enquiries* Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au
Subject Overview:	This subject offers a full history of the electronic arts - its precursors and new developments and movements across all art forms during the 20th and 21 centuries. Exploring the inter-relationships between ideas, aesthetics and technologies we will consider a range of projects in sound design, video art, electronic music, experimental film, multimedia theatre and performance/installation art. The seminar will examine the unique fusion of theory, practice and technical knowledges through workshops, seminars, and lectures. Particular attention will be given to electronic arts where materials and equipment are sourced and recycled from waste.
Objectives:	This subject provides fluency in the applications, languages and history of electronic arts. Focusing on the centrality of experimentation, students will confidently employ basic technical skills in their use of analogue and digital forms. Students will acquire a strong capacity to exercise flexibility, imagination and invention within all forms of electronic arts.
Assessment:	5000 words or equivalent written and practical project, developed in conjunction with supervisor with feedback throughout the semester (100%).
Prescribed Texts:	Subject Reader
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:	On completing this subject students will have: • the ability to communicate, cooperate and collaborate in a range of cultural contexts internationally; • a deep awareness of and respect for cultural differences, protocols and aspirations; • the ability to generate and promote intercultural dialogue through the arts; • an ability to initiate research projects and develop highly innovative and experimental modes of representation and communication; • a high level of understanding and appreciation of transnational practices across the art form; • the capacity to interpret and translate into clear English a range of discipline-specific vocabularies and languages ; • a capacity for innovative and original thinking marked by well-developed and flexible problem-solving abilities; • the capacity to clearly communicate the results of research and scholarship by oral and written communication; • a profound respect for truth and intellectual integrity, and for the ethics of research and scholarship; • a capacity to cooperate and collaborate with people across all national, social and cultural divides.
Related Course(s):	Master of Transnational Arts