

MC-PRODDFS Master of Production Design for Screen

Year and Campus:	2013 - Southbank																	
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees																	
Level:	Graduate/Postgraduate																	
Duration & Credit Points:	200 credit points taken over 24 months full time.																	
Coordinator:	Leon Salom																	
Contact:	Faculty of the VCA & MCM 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																	
Course Overview:	A professional coursework Masters program where students gain the skills, knowledge and experience necessary to work in the field of design for film, television and associated screen-based media, including television commercials, music videos, and documentaries. The delivery of the program will encompass formal classes, workshops, studio-based learning as well as placements on actual films (and other screen-based productions) professionally produced in the industry and those made within VCA.																	
Objectives:	<p>On completion of this course, students should have achieved the following:</p> <ul style="list-style-type: none"> • A deep understanding of the discipline of design for screen; • The ability to research broadly, analyse findings and apply them within the context of designing for screen; • Creative problem-solving skills, particularly when applying knowledge and theory to specific design projects; • Excellent written, oral and visual communication technologies in the presentation of their design concepts; • Cross-discipline collaboration skills, knowledge about other disciplines and the ability to work alongside students from other programs to produce creative works; • The skills and willingness to take on key roles in the development of artistic works. These roles will include decision making, implementation of ideas, leadership of teams and working within own personal capabilities; • The ability to pass on their skills and knowledge to junior members of their crew on film making projects; • An in depth understanding of the role screen-based media plays in society; • The ability to collaborate with a variety of students and professionals from a range of cultural backgrounds; • An understanding of the social responsibilities associated with making and distributing screen based media; • Knowledge of sustainability and the environmental impact of making screen-based media. 																	
Course Structure & Available Subjects:	The course structure for the Master of Production Design for Screen is outlined below.																	
Subject Options:	<p>Year One</p> <table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV90003 Design Processes and Principles A</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>FLTV90004 Design Realisation and Collaboration A</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>FLTV90005 Design Documentation and Communication A</td> <td>Not offered 2013</td> <td>12.50</td> </tr> <tr> <td>FLTV90006 Studies in Screen</td> <td>Not offered 2013</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV90003 Design Processes and Principles A	Not offered 2013	12.50	FLTV90004 Design Realisation and Collaboration A	Not offered 2013	12.50	FLTV90005 Design Documentation and Communication A	Not offered 2013	12.50	FLTV90006 Studies in Screen	Not offered 2013	12.50
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	FLTV90007 Design Processes and Principles B	Not offered 2013	12.50
	FLTV90008 Design Realisation and Collaboration B	Not offered 2013	12.50
	FLTV90009 Design Documentation and Communication B	Not offered 2013	12.50
	FLTV90010 Roles and Processes in Art Department	Semester 2	12.50
	Year Two To be advised		
Entry Requirements:	Applicants will be required to have: <ul style="list-style-type: none"> • A 3 year undergraduate degree or equivalent qualification, with a GPA of at least 65% over the last two years of study; OR • At least 4 years of documented relevant work experience related to design and/or making of screen-based media, with evidence of artistic ability and practice comparable to that expected of undergraduate degree holders in relevant disciplines In addition there will be a talent based selection process where applicants will be required to: <ul style="list-style-type: none"> • Complete a selection project which may include written and visual elements • Present a folio of previous work • Attend an interview (if selected) 		
Core Participation Requirements:	Students are required to attend and actively participate in 80% of in-class learning activities.		
Further Study:	The program provides students with a possible research pathway to a PhD by offering a research methodology elective in the second year of the program.		
Graduate Attributes:	http://www.unimelb.edu.au/about/attributes.html		
Generic Skills:	On completion of this course students should have developed <ul style="list-style-type: none"> • The ability to think analytically • The ability to research and articulate findings • The ability to perform and apply research in the production of creative works • The ability to form and express opinions • The ability to apply theory in practice • The ability to develop and run a budget • The ability to develop a schedule • The ability to solve technical problems • The ability to creatively solve problems • The ability to work as part of a creative team • The ability to generate creative ideas and concepts • The ability to be organised and methodical in their approach to developing full designs • The ability to be organised and methodical in their approach to documenting a design concept • The ability to be organised and methodical in their approach to realising a design concept • The ability to communicate effectively through visual and verbal means • The ability to accept and respond to constructive feedback • The ability to reflect on own design practice 		