

THTR10015 Performing Arts Practice 2 (DR)

Credit Points:	12.50
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 51 Total Time Commitment: 120 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><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></p>
Contact:	<p>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</p>
Subject Overview:	<p>This subject will utilize a group project assignment. The groups will be allocated a prescribed text based stimulus and will be expected to create an environment that includes a human figure costumed and some set elements in response.</p> <p>The project will involve a research component relating to and expanding the dramaturgy studies completed in semester 1</p> <p>The project should allow students to demonstrate skills they are acquiring in Design Realisation 1</p> <p>Students will work in teams to create a small vignette based on a prescribed stimulus. Students will apply research and articulation skills to develop a vignette design and then realise this design using elements of costume and scenery. The subject will be taught through a series of lectures, tutorials and practical labs.</p>
Objectives:	<p>This subject enables students to:</p> <ul style="list-style-type: none"> • understand the skills involved in realising sets and costumes; • develop research skills relevant to the construction of sets and costumes; • Demonstrate the ability to work effectively in a team environment.
Assessment:	<p>The groups will give a 10 minute presentation based on research of their stimulus. (1000 word equivalent each) Due mid semester. 30%The groups will then be assessed on the exhibited items they create (1,500 words or the equivalent) and the research material (1000 word equivalent) they provide. Due at the end of the semester - Created elements 30%; Research material 20%The students will also complete a self and peer assessment. (500 words). Due at the end of semester 10% Participation - 10% - Class attendance is required for this subject; if you do not attend a minimum of 80% of classes without an approved exemption you will not be eligible for a pass in this subject. Assessment submitted late without an approved extension will be penalised at 10% per day. All assignment work must be submitted to be eligible for a pass in this subject.</p>

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:	<p>On completing this subject students will have:</p> <ul style="list-style-type: none"> • time management and planning skills through managing and organising workloads for recommended reading, essay and assignment completion; • demonstrated capacities for artistic imagination, creativity, transformation and interpretation; • demonstrated practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication; • contributed to a range of visual/performing arts environments as artistic collaborators and leaders.
Links to further information:	www.vcam.unimelb.edu.au
Related Course(s):	Bachelor of Fine Arts (Production)