

THTR60035 Discipline Skills A (Sound Design)

Credit Points:	12.50
Level:	6 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 72 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, Elizabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 <i>Enquiries</i> Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au</p>
Subject Overview:	<p>Discipline Skills A (Sound Design) addresses knowledge and techniques specific to the discipline of sound design in the performing arts. Through skills classes and contextual seminars the subject explores the role of the sound designer as part of a creative team, defining the skills, qualities and processes that are essential to the practicing professional sound designer.</p> <p>Students will also attend classes focused on the role of text in sound design (with text conceived broadly to include the languages of plays, film and TV, non-narrative text and non-textual narrative), with the aim of developing a relationship to text as a motivator in the performance arts. On completion of this subject students should have developed an understanding of the processes of sound design for the performance, hybrid and non-performance arts, its relationship to set and lighting design, the roles of other creative artists such as other designers, the director and choreographer, and a historical and social understanding of sound in the arts.</p>
Objectives:	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> • demonstrate computer design and control skills; • work collaboratively with other creative team members on the development of design concepts; • demonstrate the ability to develop concepts through a specific design process.
Assessment:	Practical/written assignments equivalent to 2 X 2,000 word essays; 80% Participation 20%
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:	On completing this subject students will have developed the following skills: <ul style="list-style-type: none">• the ability to create and organise aesthetic material;• the ability to solve problems;• the ability to interpret and analyse;• the capacity for critical thinking;• the ability to synthesize data and other information;• the ability and a commitment to collaborating ethically and openly with others.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Performance Creation