

ABPL90147 Production of Digital Space

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2014. Quota: 20 This subject is a quota subject and places are limited. Students may provisionally enrol via the Student Portal, but places are not guaranteed until selection is completed. You will be notified in writing by the Student Centre if you are selected. Selection criteria: Academic merit For detailed information on the quota subject application process and due dates, refer to the EDSC Quota Subjects webpage: http://edsc.unimelb.edu.au/quota-subjects
Time Commitment:	Contact Hours: 3 hours per week Total Time Commitment: 120 hours
Prerequisites:	Admission into a course at the Melbourne School of Design.
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>Environments and Design Student Centre Ground Floor, Baldwin Spencer (building 113)</p> <p><i>Enquiries</i> Phone: 13 MELB (13 6352) Web: http://edsc.unimelb.edu.au/ (http://edsc.unimelb.edu.au/) Email: edsc-enquiries@unimelb.edu.au (mailto:edsc-enquiries@unimelb.edu.au)</p>
Subject Overview:	The subject explores theories and technologies of representations ranging from analog to digital and their implications on the production of space. Specifically, the subject will focus on digital technologies and their consequences on reconfiguration of vision, knowledge, professional practice and embodied experience in spatial design.
Learning Outcomes:	<p>On completion of the subject students should have developed:</p> <ul style="list-style-type: none"> # knowledge of the historical background to representation in spatial design and the impact of digital technology on theoretical issues in spatial design; # critical awareness of the relationship between representation and spatial design with a particular emphasis on digital design environments.
Assessment:	Class participation (15%). Essay of up to 1000 words due week 4 (20%). Essay of at least 4000 words due at the end of semester (65%).
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 completion of the subject students should have developed the following: <ul style="list-style-type: none"># critical thinking skills and analysis;# information gathering and critical synthesis;# comprehension of complex concepts and the ability to express them lucidly in writing.
Related Course(s):	Master of Architecture Master of Architecture
Related Majors/Minors/ Specialisations:	Melbourne School of Design multidisciplinary elective subjects