

DRAM30002 Acting 3

Credit Points:	18.75																	
Level:	3 (Undergraduate)																	
Dates & Locations:	This subject is not offered in 2014.																	
Time Commitment:	Contact Hours: 4 hours per week all year Total Time Commitment: 96 hours																	
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>DRAM20001 Acting 2</td> <td>Not offered 2014</td> <td>50</td> </tr> <tr> <td>DRAM20002 Voice 2</td> <td>Not offered 2014</td> <td>12.50</td> </tr> <tr> <td>DRAM20005 Language</td> <td>Not offered 2014</td> <td>6.25</td> </tr> <tr> <td>DRAM20003 Physical Performance 2</td> <td>Not offered 2014</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	DRAM20001 Acting 2	Not offered 2014	50	DRAM20002 Voice 2	Not offered 2014	12.50	DRAM20005 Language	Not offered 2014	6.25	DRAM20003 Physical Performance 2	Not offered 2014	12.50
Subject	Study Period Commencement:	Credit Points:																
DRAM20001 Acting 2	Not offered 2014	50																
DRAM20002 Voice 2	Not offered 2014	12.50																
DRAM20005 Language	Not offered 2014	6.25																
DRAM20003 Physical Performance 2	Not offered 2014	12.50																
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 Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/																	
Contact:	Faculty of the VCA and Music Student Centre Email: vcam-info@unimelb.edu.au Tel: +61 3 9685 9419 Fax: +61 3 9685 9358 Web: www.vcam.unimelb.edu.au																	
Subject Overview:	The work in this area will be to consolidate the craft areas and will be dealt with on a tutorial basis or in rehearsal. All work will be related to the particular project in rehearsal. Other areas covered include Auditions and Acting for Film and Television.																	
Learning Outcomes:	On completion of this subject students should be able to <ul style="list-style-type: none"> # demonstrate self-sufficiency that will allow the actor to be self-motivated; # set their own objectives and tasks within the rehearsal process; # understand and articulate their process of work and be able to use it within a variety of directors' frameworks. 																	
Assessment:	Transformation, Mastery of Skill and Methodology and Active Reflection are fundamental to all areas of assessment in Acting 3. Assessment is based upon class participation, level of preparation, and the degree to which the stated objectives have been achieved. Progressive class assessment (100%).																	
Prescribed Texts:	None																	
Recommended 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 the completion of this subject, students should be able to:</p> <ul style="list-style-type: none"># demonstrate a mastery of skill and methodology;# apply critical and reflective modes of thinking;# interpret and analyse a range of source material and work methodologies;# practise theoretical concepts and synthesise learned skills by applying them to another context;# demonstrate self-sufficiency that will allow them to be self-motivated;# set their own objectives and tasks within the work process;# understand and articulate their process of work and be able to use it within a variety of frameworks.