

FLTV90003 Design Processes and Principles A

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2014.
Time Commitment:	Contact Hours: 4 hours per week for 12 weeks Total Time Commitment: 120 hours per semester
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><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> </p>
Contact:	<p>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</p>
Subject Overview:	This subject provides an introduction to the processes and principles involved with designing for screen. Including understanding the design process, script analysis, visual language and research for design. Students explore these concepts both theoretically and practically though studio-based classes and design projects.
Learning Outcomes:	<p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> # Demonstrate an understanding of the design process # Utilise various techniques for analysing text for the purpose of developing design concepts # Understand and apply design processes and principles to develop design concepts for screen-based media # Perform research in an effective and organised manner for the purposes of designing for screen
Assessment:	<p>Design project 1 (equivalent to 1500 words)Incorporating: Written rationale of designs, documentation of designs (including scale models, concept sketches, etc.)Due Mid SemesterWorth 30% Design Project 2 (equivalent to 1500 words)Incorporating: Written rationale of designs, documentation of designs (including scale models, concept sketches, etc.)Due End of semesterWorth 30% Design Project 3 (equivalent to 2000 words) Incorporating: Written rationale of designs, documentation of designs (including scale models, concept sketches, etc.)Due End of semester Worth 40% Hurdle Requirement 80% attendance</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
Related Course(s):	Master of Production Design for Screen