

FLTV90015 Industry Investigation Project A

Credit Points:	12.50						
Level:	9 (Graduate/Postgraduate)						
Dates & Locations:	This subject is not offered in 2014.						
Time Commitment:	Contact Hours: 2 hour per week for 12 weeks Total Time Commitment: 120 hours per semester						
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV90006 Studies in Screen</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV90006 Studies in Screen	Semester 1	12.50
Subject	Study Period Commencement:	Credit Points:					
FLTV90006 Studies in Screen	Semester 1	12.50					
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 & MCM Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006</p> <p>Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au</p>						
Subject Overview:	<p>Students propose and carry out an investigation aimed at gaining an understanding of designing for screen in the area where they wish to specialise. They may choose areas such as film, television, television commercials, music videos, internet broadcasts, computer gaming environments.</p> <p>Students are encouraged to undertake a project that enables them to focus on current practices within the field of designing for screen. The investigation may include an internship on a professional production if this aligns with the desired outcomes of the project.</p>						
Learning Outcomes:	<p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> # Propose an investigative project # Identify sources of information relevant to designing for screen # Engage with professional designers for screen for the purposes of gaining insight into this field # Present findings clearly and concisely 						
Assessment:	<p>Investigation Proposal (1000 words equivalent) Due mid semester Worth 20% Outlining: Scope of intended area of investigation, Project goals and outcomes, Structure and timeframe of investigation. Project Presentation (4000 words equivalent) Due end of semester Incorporating: Oral presentation of findings (10 Minutes, equivalent 1000 words) worth 20%, Written analysis of findings (2000 words) worth 40%, Documentation of Investigative process (1000 words) worth 20%.</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:	On completion of the subject students should have developed <ul style="list-style-type: none"># The ability to perform research and analyse their findings# The ability to articulate and pass on the findings of their investigation# A solid understanding of the field of designing for screen
Related Course(s):	Master of Production Design for Screen