

## THTR10009 Performance Design Technology

<b>Credit Points:</b>	12.50
<b>Level:</b>	1 (Undergraduate)
<b>Dates &amp; Locations:</b>	This subject is not offered in 2014.
<b>Time Commitment:</b>	Contact Hours: 48 Total Time Commitment: 120 hours
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt;         &lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>
<b>Contact:</b>	<p><b>Joseph Mercurio</b>  <a href="mailto:josephwm@unimelb.edu.au">josephwm@unimelb.edu.au</a> (mailto:josephwm@unimelb.edu.au)</p> <p>or</p> <p><b>Faculty of the VCA and Music Student Centre</b>          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>
<b>Subject Overview:</b>	<p>This subject involves a theoretical and practical application of computer software) and how software can be applied to the performing arts. The subject is designed to promote an understanding of the design process in the computer environment. Students will experiment with colour; layout, fonts, mixed media and artwork presentation as they learn to problem solve and master the creative process. Software such as Adobe Creative Suite could be the primary vehicle through which students will create and explore their innovative design ideas. The application of PDT will be biased towards performance design technology, for example; students will learn how to render drawings for wardrobe presentations, mock up props such as invites and newspaper articles and manipulate images to be projected as part of a production. Each week a new element will be taught that will be used as a class assignment; this work will then be used to build a website.</p>
<b>Learning Outcomes:</b>	<p>This subject enables students to:</p> <ul style="list-style-type: none"> <li>• use software workflow to manipulate images, text and other media sources and build a website to a basic level;</li> <li>• produce website.</li> </ul>
<b>Assessment:</b>	<p>In class activity and ongoing weekly assessments x 10 (Total of 1,500 words or equivalent), 40%Final submission of a website (2,500 words or equivalent) Due at the end of the semester, 50%Participation 10% - Class attendance is required for this subject; if you do not attend a minimum of 80% of classes without an approved exemption you will not be eligible for a pass in</p>

	this subject. Assessment submitted late without an approved extension will be penalised at 10% per day. All assignment work must be submitted to pass this subject.
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> <li>• demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas;</li> <li>• demonstrate capacities for artistic imagination, creativity, transformation and interpretation;</li> <li>• contribute to a range of visual/performing arts environments as artistic collaborators and leaders;</li> <li>• acquire time management and planning skills through managing and organising workloads for recommended reading, essay and assignment completion.</li> </ul>
<b>Links to further information:</b>	<a href="http://www.vcam.unimelb.edu.au">www.vcam.unimelb.edu.au</a>
<b>Related Course(s):</b>	Bachelor of Fine Arts (Production)