

THTR30024 Performance Technology 3A

Credit Points:	12.50								
Level:	3 (Undergraduate)								
Dates & Locations:	This subject is not offered in 2014.								
Time Commitment:	Contact Hours: 32 Hours Total Time Commitment: 120 Hours								
Prerequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>THTR20035 Performance Technology 2B</td><td>July</td><td>25</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	THTR20035 Performance Technology 2B	July	25
Subject	Study Period Commencement:	Credit Points:							
THTR20035 Performance Technology 2B	July	25							
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 course are articulated in the Course Overview, Objectives and Generic Skills sections of this entry. 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 course are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/								
Contact:	Mr Joseph Mercurio josephwm@unimelb.edu.au (mailto:josephwm@unimelb.edu.au) or Faculty of the VCA and Music 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								
Subject Overview:	This subject will be delivered in the form of an intensive design lab to facilitate the understanding and importance of collaboration with creative team members in the realisation of Performance Technology design concepts. Each week students will work in collaborative teams (a lighting designer, audio designer and vision designer) to develop a Design Concept Document (DCD) from a provided stimulus (script, audio etc.). The students will be guided through the process of creating a (DCD) by VCA staff and professional designers and or weekly guest lecturers. Each student group will produce a single unified Design Concept Document incorporating inspirational/aspirational audio, images and video to represent the design.								
Learning Outcomes:	This subject will introduce students to the development of collaborative and design skills in Performance Technology. Students will have a clear understanding of the integration of performance technology elements in a variety of contexts. This subject will also allow students to be able to demonstrate advanced skills in Audio, Lighting, and Vision technologies through directed peer and self-learning. This subject aims to stimulate and educate students on the process and importance of collaboration and creation of Design Concept Documentation with creative team members. Students will be encouraged to further develop their collaborative skills such as communication,								

	interpersonal, analytical and problem-solving. Students should develop the process of creating design concepts to support their ideas.
Assessment:	Module Design 1 (300 words equivalent). Week 1. 10% Module Design 2 (300 words equivalent). Week 2. 10% Module Design 3 (300 words equivalent). Week 3. 10% Group Collaborations 1 (300 words equivalent). Week 1. 10% Group Collaborations 2 (300 words equivalent). Week 1. 10% Group Collaborations 3 (300 words equivalent). Week 3. 10% 15 minute Oral presentation (1000 words or equivalent) and a Written reflection (1000 words or equivalent). Mid Semester. 40% Hurdle requirements: Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject.
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 this subject, students should be able to: • Successfully collaborate with colleagues within the 3 modules; • Produce work in an appropriate format that demonstrates analytical, research and professional communication skills; • Develop time management and planning skills through managing and organising workloads for recommended project completion; • Explore capacities for artistic imagination, creativity, transformation and interpretation; • Acquire skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication.
Links to further information:	http://www.vca.unimelb.edu.au/performingarts
Related Course(s):	Bachelor of Fine Arts (Production)