

THTR30026 Performing Arts Practice 3 (PT)

Credit Points:	50											
Level:	3 (Undergraduate)											
Dates & Locations:	This subject is not offered in 2014.											
Time Commitment:	Contact Hours: 60 Hours Total Time Commitment: 625 Hours											
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>THTR20037 Performing Arts Practice 2B (PT)</td> <td>July</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	THTR20037 Performing Arts Practice 2B (PT)	July	12.50			
Subject	Study Period Commencement:	Credit Points:										
THTR20037 Performing Arts Practice 2B (PT)	July	12.50										
Corequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>THTR30024 Performance Technology 3A</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>THTR30025 Performance Technology 3B</td> <td>Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	THTR30024 Performance Technology 3A	Semester 1	12.50	THTR30025 Performance Technology 3B	Semester 2	12.50
Subject	Study Period Commencement:	Credit Points:										
THTR30024 Performance Technology 3A	Semester 1	12.50										
THTR30025 Performance Technology 3B	Semester 2	12.50										
Recommended Background Knowledge:	None											
Non Allowed Subjects:	None											
Core Participation Requirements:	<p>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/</p>											
Contact:	<p>Mr Joseph Mercurio josephwm@unimelb.edu.au (mailto:josephwm@unimelb.edu.au)</p> <p>or</p> <p>Faculty of the VCA and Music 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>This subject combines both lecture and practical studio based teaching and learning. Students will be assigned a variety of different roles over the course of the year on supported entertainment productions. These roles will have various levels of responsibility and leadership. By the end of the year students must attain 100% score by combining various roles. Minimal (e.g. operator) 30%, Intermediary (for example head electrician or sound system designer) 40%, Principal (designer) 60%. There will be a weekly three-hour production tutorial and staff will mentor all students throughout the process of mounting a production.</p>											
Learning Outcomes:	<p>This subject will introduce the students to the development of strong collaborative and design skills. This will enable students to have an understanding of the integration of performance technology elements in a variety of contexts by using advanced skills in peer teaching and self-learning techniques This subject will give the students opportunities to express and demonstrate their ideas in a coherent and inspiring manner by their collaborative skills such as communication, interpersonal, analytical and problem-solving skills. This subject will also enable</p>											

	the students to express their understanding of performance technology equipment by supporting the production, through fully utilizing equipment available to them.
Assessment:	Participation Focusing on achievements against set criteria in areas such as: engagement, professional attitude and commitment. 10% Support of Production Process • Development of Concept (total of 1500 words equivalent). Continuous until the end of the project/s. 15% • Engagement in the design, rehearsal and production process (total of 3500 words equivalent). Continuous until the end of the project/s. 20% Guided reflection (total of 1,000 words or equivalent). Due mid project/s. Hurdle Activity Diary (total of 1,000 words or equivalent). Due end of project/s. Hurdle Project Documentation (total of 5,000 words or equivalent). At the conclusion of each of the project/s. 35% Project Essay (2,000 words or equivalent for each project). At the conclusion of each of the project/s. 20% Peer Assessment Complete all forms of the peer assessment process as required. At the conclusion of the project. Hurdle requirement. Self Assessment and Peer Reports Complete all forms to the informed standard. (100 words each or equivalent). At the conclusion of each of the project/s. Hurdle requirement. 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: <ul style="list-style-type: none"> • Successfully collaborate with members of the production team; • Collaborate and contribute to creating an entertainment production. • Demonstrates analytical, research and professional communication skills at a high level. • Demonstrate time management and planning skills through leading, managing and organising workloads for recommended project completion; • Demonstrate higher capacities for artistic imagination, creativity, transformation and interpretation; • Demonstrate highly advanced skills in Audio, Lighting, and Vision technologies; • Exhibit professional practical 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)