THTR60031 Discipline Skills A (Design)

Credit Points:	12.50 Lesign)
Level:	6 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2014.
Time Commitment:	Contact Hours: 72 Total Time Commitment: 120 Hours
Prerequisites:	None
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 subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/
Contact:	Contact Centre T: 13MELB (13 6352) E: 13melb@unimelb.edu.au (mailto:13melb@unimelb.edu.au)
Subject Overview:	Discipline Skills A (Design) addresses knowledge and techniques specific to the discipline of design (set and costumes) in the performing arts. Through skills classes and contextual seminars the subject explores the role of the designer as part of a creative team, defining the skills, qualities and processes that are essential to the practicing professional designer.
Learning Outcomes:	On completion of this subject students will be able to:  • work collaboratively with other creative team members on the development of design concepts;  • demonstrate the ability to develop concepts through a specific design process.
Assessment:	Practical/written assignments equivalent to 2 X 2,000 word essays 80%Participation 20%
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 will have developed:  • the ability to create and organise aesthetic material;  • the ability to solve problems;  • the ability to interpret and analyse;  • the capacity for critical thinking;  • the ability to synthesize data and other information.  • the ability and a commitment to collaborating ethically and openly with others.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Performance Creation

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