

THTR60032 Applied Project A (Design)

Credit Points:	12.50
Level:	6 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2014.
Time Commitment:	Contact Hours: 24 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:	<p>Contact Centre</p> <p>T: 13MELB (13 6352)</p> <p>E: 13melb@unimelb.edu.au (mailto:13melb@unimelb.edu.au)</p>
Subject Overview:	In this subject students begin to put into practice technical and creative knowledge that has been learnt formally in their Discipline Skills and Performance Theory and Organisation classes.
Learning Outcomes:	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> • work productively and creatively; • demonstrate skills in the gathering and organisation of research materials; • effectively document the creative process.
Assessment:	Practical/written assignments, equivalent to 2 x 2000 words: 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:	<p>On completing this subject students will have developed the ability to:</p> <ul style="list-style-type: none"> • plan, create and evaluate small-scale creative projects; • work with another artist in an open and constructive way; • take full responsibility for one's creative work; • apply theory to practice; • solve problems.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Performance Creation