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ABPL20048 Visual Communications

| Credit Points: | 12.5 |
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| Level: | 2 (Undergraduate) |
| Dates & Locations: | 2015, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. 32 hours contact time in lecture and studio plus 18 hours for modules = 50 contact hours per semester One hour lecture and three hour studio (classwork) for first eight weeks. Plus three modules per semester selected by students using a ballot system with cap numbers. Each module will run for three hours per session, two sessions for each module, making a total of eighteen hours of modules to be undertaken in addition to the core lecture and studio time. |
| Time Commitment: | Contact Hours: 50 hours: 32 hours contact time in lecture and studio +18 hours for modules Total Time Commitment: 170 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 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. |
| Coordinator: | Ms Lindy Joubert |
| Contact: | Email: lindyaj@unimelb.edu.au (mailto:lindyaj@unimelb.edu.au) |
| Subject Overview: | This elective subject in the Environments degree will help students understand, digest and communicate visual information. Students will be trained using clear and concise methods to become visually literate using creative information skills and techniques which will be taught to create and shape meaning of ever-expanding databases and information. Students will learn how to create and read flow charts, landscape diagrams, schematics and technical illustrations and make information easier to understand. This will apply across all environments streams. The subject will demonstrate functions and depict sequences of hierarchies, associations, relationships, interconnections and links with many diverse approaches suitable for application in diverse disciplines. Course content will develop graphic skills gained through lectures and practice during tutorials to encourage personal expression, visual interpretation of materials and understanding your world. Students will select modules to develop specific skills. |
| Learning Outcomes: | The Visual Communication subject will provide the necessary skills to visually communicate critical and analytical thinking for the identification and resolution of problems. The subject will teach diagrammatic and visual means to clarify complex issues. The subject will offer a series of modules, such as the following, so students can choose those most relevant to their needs: # computer aided drafting |

| | # computer 3D modelling # digital photography and image manipulation # Digital presentation layouts # Web design Digital drawing # Watercolour # Life drawing # Model making # Professional presentations and concepts Students will choose three modules. Students will develop skills to convey information and its expression through the practical application of graphical skills and Information Communication technology. Students will learn how to create flow charts, landscape diagrams, schematics and technical illustrations and make information easier to understand. |
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| Assessment: | Progressive assessment upon submission of each exercise. Classwork = 55% (studio work assessed week by week) 3 modules @15% each = 45% Submission dates will be clearly stated at the start of each semester. Final folio of semester work for moderation session, graded H1, H2A etc. |
| Prescribed Texts: | ТВА |
| 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: | # Multi-disciplinary collaborative skills. # Appreciation of visual communication skills. # Demonstrate innovation and creativity. # Become familiar with State-of-the-Art graphic and IT skills. The subject will apply across all environments streams. |
| Related Majors/Minors/ Specialisations: | Environments Discipline subjects |