

FLTV90016 Screen Design Projects B

Credit Points:	25
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2015, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 2 hours per week for 12 weeks Total Time Commitment: 240 hours per week
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. 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 subject are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/ .
Coordinator:	Mr Leon Salom
Contact:	Faculty of the VCA & MCM 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:	In this subject students undertake a major design project. They will be required to put into practice virtually all the skills and knowledge they have developed in the program up to date. The resulting design project will require a high level of creativity, problem-solving, as well as detailed planning including budgeting and scheduling. They will need to outline how they would address OHS and minimise the environmental impact of their design. Students will propose their own unique project which, where possible, will include collaboration with Film and Television School students by taking on a leadership role in the realisation of an actual film project.
Learning Outcomes:	On completion of this subject students should be able to <ul style="list-style-type: none"> • Develop design solutions for a major project with real-life constraints • Document their designs to a professional standard • Effectively operate in a leadership role within an Art Department
Assessment:	Project 1: Design Proposal (equivalent to 2000 words) due Mid-semester (worth 20%) Incorporating: Written statement of proposed design outlining the objectives of the project, key sources of research, timeframe, and roles of co-collaborators (if appropriate)Project 2: Design for Screen (equivalent to 8000 words) due End of semester (worth 80%)Incorporating: Written rationale of designs, Research (visual and contextual), Documentation of the development of design, Documentation of designs (including floor plans, scale models, concept sketches, etc.), Documentation of constructed items

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
Related Course(s):	Master of Production Design for Screen