

MUSI10205 Interactive Technology 1

Credit Points:	12.5
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2015.
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:	<p><p>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.</p> <p>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 Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Contact:	<p>Faculty of the VCA and Music 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</p>
Subject Overview:	<p>INTERACTIVE TECHNOLOGY 1 is designed to develop skills the technical and conceptual process of creating computer based interactive systems for installations and performance. The subject involves twelve lectures introducing the conceptual and technical aspects of Max5.</p>
Learning Outcomes:	<p>On completing this subject students will have:</p> <ul style="list-style-type: none"> • interactive audio design and composition using keyboard based interaction and vision based interaction.
Assessment:	<p>Interactive design demonstration 1 - Students will demonstrate basic audio synthesis using computer keyboard interaction 25% (1000 words equivalent). Due week 4 Interactive design demonstration 2 - Students demonstrate basic audio playback using computer keyboard interaction 25% (1000 words equivalent). Due Mid semester Interactive design demonstration 3 - Students demonstrate basic audio playback and effects and using computer keyboard interaction 25% (1000 words equivalent). Due end of Semester Interactive design demonstration 4 - Students will demonstrate basic audio playback and effects and using computer vision based interaction 25% (1000 words equivalent). Due end of Semester 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.</p>
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 completing this subject students will be able to:

- work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments;
- demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas;
- demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication;
- exhibit extensive theoretical and practical knowledge of their discipline including relevant professional knowledge, skills, discipline and ethics as they relate to a practising visual/performing artist.