

THTR10003 Production Skills 1A

Credit Points:	25
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2015.
Time Commitment:	Contact Hours: 168 hours Total Time Commitment: 250 hours contact and non contact
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering requests 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:	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
Subject Overview:	An introduction to the skills required for production in the six areas of Lighting, Sound, Design, Workshop, Costume, and Stage Management. This is a 25 point subject with 250 total hours which are divided evenly over the 6 modules. Each module has 28 contact hours and 12 non contact hours allotted to it, plus a major and a minor assessment task; a practical project and an open book test. 80% attendance is a hurdle requirement.
Learning Outcomes:	<p>Design - This module studies the aspects of the set and costume designer's role as part of a creative team, and will provide students with sufficient knowledge to work alongside designers. It will introduce students to collaborative design process and provide an introduction to the conceptual nature of the design through simple design projects, incorporating aspects of Technical Drawing.</p> <p>Workshop - Following the completion of this module students should have developed a broad understanding of workshop practice. Staging, construction, technical drawing and problem solving skills are developed by the application of theoretical principles to practice tasks and assignments. The students should comprehend the terminology, technology and application of skills required to realize the workshop elements of a design.</p> <p>Costume - Following the completion of this module the students should have basic understanding of the structure of a costume department and how it adds to and supports the performing arts. They should also have a basic understanding of pattern making.</p> <p>Lighting - Following the completion of this module students should have basic understanding of a lighting department and how it adds to and supports the performing arts.</p> <p>Sound - Following the completion of this module students should have basic understanding of the role of a sound designer and how sound adds to and supports the performing arts. They should also have an understanding of how to construct a simple sound system.</p>

Assessment:	The six areas of study will be assessed separately; the final result will be an aggregate of the six marks for the subject. The nature of assessment will include practical work (eg. model making, costume construction, hand technical drawings) and written assignments (eg. prompt copy, costume research, lighting and technical plans) as appropriate to each of the six areas of study (80%); Participation (20%).
Prescribed Texts:	None
Recommended 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 course students should be able to <ul style="list-style-type: none"> # demonstrate capacities for artistic imagination, creativity, transformation and interpretation; # demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication.
Related Course(s):	Bachelor of Production