

## DNCE20030 Dance on Screen: Converging Disciplines

<b>Credit Points:</b>	12.5
<b>Level:</b>	2 (Undergraduate)
<b>Dates &amp; Locations:</b>	This subject is not offered in 2016.
<b>Time Commitment:</b>	Contact Hours: 12 x 3 hour seminar/workshop TOTAL 36 contact hours Total Time Commitment: 136 hours
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt; <p>&lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p> </p>
<b>Contact:</b>	<p>Anna Smith</p> <p>smitham@unimelb.edu.au</p>
<b>Subject Overview:</b>	<p>This subject explores how the interaction between dance and film practice has increased over time and how the convergence of these two disciplines, in the context of technology, has evolved to the point where dance on screen has become a unique art form and practice in its own right.</p> <p>The subject examines major influences in the dance on screen trajectory including:</p> <ol style="list-style-type: none"> <li>1. The mavericks who inspired new thinking: an introduction to the pioneers who cracked open new way of making and understanding dance on screen.</li> <li>2. Dance on screen genres incorporating commercial, narrative and experimental.</li> <li>3. Current themes in dance on screen and the impact of interactive technology and presentation platforms for screening.</li> <li>4. Where to next: ideas and innovation about what the future offers dance on screen.</li> </ol> <p>The subject format involves:</p> <ul style="list-style-type: none"> <li># Didactic and interactive learning and classroom discussion</li> <li># Observation and analysis of significant dance on screen works; and</li> </ul> <p>Practical exercises - workshops.</p>
<b>Learning Outcomes:</b>	<p>On completion of this subject, students will have:</p> <ol style="list-style-type: none"> <li>1 A comprehensive knowledge of the influential meeting points between dance and filmmaking disciplines in the 20th and 21st Century;</li> <li>2 A thorough understanding of the disciplines and processes, together with structuring methods, related to the dance on screen form;</li> <li>3 Developed knowledge of significant art-makers and theorists who have and continue to contribute to and work in the field of dance on screen;</li> <li>4 Gained insight into current theoretical thinking related to the form and the role of technology: then, now and in the future; and</li> <li>5 Developed the capacity to critically analyse a dance on screen work.</li> </ol>

<b>Assessment:</b>	Written task (1000 words) Analysis of a short dance film (week 3) - 20% Group presentation (5-10 minutes) based on research task incl executive summary (Weeks 4-11) - 40% Written task (equivalent 2000 words) develop and articulate choreographic and filmic ideas into a storyboard (End of semester) - 40%
<b>Prescribed Texts:</b>	Readings will be available on the LMS
<b>Breadth Options:</b>	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> <li># <b>Bachelor of Arts</b> (<a href="https://handbook.unimelb.edu.au/view/2016/B-ARTS">https://handbook.unimelb.edu.au/view/2016/B-ARTS</a>)</li> <li># <b>Bachelor of Biomedicine</b> (<a href="https://handbook.unimelb.edu.au/view/2016/B-BMED">https://handbook.unimelb.edu.au/view/2016/B-BMED</a>)</li> <li># <b>Bachelor of Environments</b> (<a href="https://handbook.unimelb.edu.au/view/2016/B-ENVS">https://handbook.unimelb.edu.au/view/2016/B-ENVS</a>)</li> <li># <b>Bachelor of Music</b> (<a href="https://handbook.unimelb.edu.au/view/2016/B-MUS">https://handbook.unimelb.edu.au/view/2016/B-MUS</a>)</li> <li># <b>Bachelor of Science</b> (<a href="https://handbook.unimelb.edu.au/view/2016/B-SCI">https://handbook.unimelb.edu.au/view/2016/B-SCI</a>)</li> </ul> <p>You should visit <b>learn more about breadth subjects</b> (<a href="http://breadth.unimelb.edu.au/breadth/info/index.html">http://breadth.unimelb.edu.au/breadth/info/index.html</a>) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On completion of the subject, students will have enhanced their ability in respect of:</p> <ol style="list-style-type: none"> <li>1. Critical analysis</li> <li>2. Articulation of ideas and arguments; and</li> <li>3. Heightened their creative capacity and ability to apply new information and knowledge.</li> </ol>
<b>Related Course(s):</b>	Bachelor of Fine Arts (Animation)