

FLTV90012 Industry Investigation Project B

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| Credit Points: | 12.5 |
| Level: | 9 (Graduate/Postgraduate) |
| Dates & Locations: | 2016, 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: 120 hours per semester |
| 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> |
| Coordinator: | Mr Leon Salom |
| Contact: | leon.salom@unimelb.edu.au (mailto:leon.salom@unimelb.edu.au) |
| Subject Overview: | <p>Students propose and carry out an investigation aimed at gaining a deeper understanding of new and emerging practices in design in their specialist area: Live performance or screen-based media. The project must be focused on a specific role or practice that is having an impact of the way designers operate in this field.</p> <p>Students are required to share their findings and insights with other students in the form of an oral presentation, written analysis and documentation of the process they undertook during this project. The investigation may include an internship on a professional production if this aligns with the desired outcomes of the project.</p> |
| Learning Outcomes: | <p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> # Propose a highly targeted investigative project # Identify multiple sources of information relevant to designing for stage or screen # Source and utilise current literature and thinking about designing for stage or screen # Present findings with clarity and insight |
| Assessment: | <p>Investigation Proposal (1000 words equivalent) Outlining: Scope of intended area of investigation Project goals and outcomes Structure and timeframe of investigation Due mid semester, worth 20% Project Presentation (4000 words equivalent) Incorporating: Oral presentation of findings (10 Minutes, equivalent 1000 words, worth 20%) Written analysis of findings (2000 words, worth 40%) Documentation of Investigative process (1000 words, worth 20%) Due end of semester</p> |
| Prescribed Texts: | None |

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| 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: | <p>On completion of the subject students should have developed</p> <ul style="list-style-type: none"># The ability to perform deep research and analyse their findings# The ability to articulate and pass on insights gained through their investigation# A deep understanding of a specific area within the field of designing for screen |
| Related Course(s): | Master of Design for Performance Master of Production Design for Screen |