

FLTV90014 Screen Design Projects A

Credit Points:	25								
Level:	9 (Graduate/Postgraduate)								
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.								
Time Commitment:	Contact Hours: 2 hours per week for 12 weeks Total Time Commitment: 240 hours per semester								
Prerequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>FLTV90007 Design Processes and Principles B</td><td>Semester 2</td><td>12.50</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	FLTV90007 Design Processes and Principles B	Semester 2	12.50
Subject	Study Period Commencement:	Credit Points:							
FLTV90007 Design Processes and Principles B	Semester 2	12.50							
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:	Ms Juliet McDonnell								
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 apply and further develop the knowledge and skills needed in designing for screen. The projects will require students develop design concepts that meet a complex set of demands including fitting within budget and time constraints, consideration of OHS and minimising environmental impact. Where possible, students will perform a role within an Art Department on a VCA short film project.								
Learning Outcomes:	On completion of this subject students should be able to # Develop design solutions in response to complex design briefs # Document their designs to a high standard # Operate effectively as part of the Art Department team								
Assessment:	Design project 1 (equivalent to 5000 words) Due mid-semester, worth 50%Incorporating: Research (visual and contextual)Written rationale of designs Documentation of designs (including floor plans, scale models, concept sketches, etc.) Design project 2 (equivalent to 5000 words) Due end of semester, worth 50% Incorporating: Research (visual and contextual)								

	Written rationale of designs Documentation of designs (including floor plans, scale models, concept sketches, etc.)
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 completion of the subject students should have developed <ul style="list-style-type: none"># Knowledge of sustainability and the environmental impact of making screen-based media# An understanding of health and safety considerations when designing for screen# The ability to utilise graphics and CAD software for the communication of designs
Related Course(s):	Master of Production Design for Screen