THTR60009 Techniques A (Design)

Credit Points:	25 (Design)
Level:	6 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2016.
Time Commitment:	Contact Hours: 6 hours per week (or equivalent) Total Time Commitment: 14 hours per week
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request 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:	Performance Techniques A (Design) addresses knowledge and techniques specific to the discipline. Through lectures, tutorials and skills classes, this subject explores the role of the designer as part of the creative team, defining the skills, qualities and processes that are essential to the practicing professional.
	Students will be introduced to and should be able to participate in the procedures, workings and techniques used in the Scenic Workshop and the Costume Department.
	Students should also develop an ability to identify, evaluate and participate in the working processes relevant to effective collaboration between directors, choreographers, animateurs and set, costume and lighting designers.
Learning Outcomes:	On completion of this subject students should be able to
	 # demonstrate an understanding of the structure and roles within the production workshop; # work collaboratively with other creative team members on the development of design concepts; # demonstrate the ability to develop concepts through a specific design process.
Assessment:	Written/practical assignments equivalent to 8,000 word essay (80%); participation (20%). Assignments will be due at regular intervals during the semester
Prescribed Texts:	None
Recommended 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:	On completion of this subject students should be able to: # 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; # 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; # demonstrate a flexible and innovative approach to the national and international challenges for the professional visual/performing artist in the 21st century; # work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments; # contribute to a range of visual/performing arts environments as artistic collaborators and leaders; # demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas; # critically and creatively engage with topics of cultural significance across communities; # understand and appreciate how the visual and performing arts connect with the broader society and contribute to its social and economic development; # understand their relationship with and responsibility to their cultural environment and society.
Links to further information:	http://www.vca.unimelb.edu.au/

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