CREATIVE SOLUTIONS
RMIT University

RMIT University has a long and proud tradition of providing work-related education and undertaking practical and relevant research that reflects business and community aspirations. Formed in 1887, the University has grown to become one of the largest in the country and has built a worldwide reputation for excellence in vocational and technical education and research. With more than 60,000 students studying at RMIT campuses in Melbourne and regional Victoria, Vietnam, online, by distance education, and at partner institutions throughout the world. A vibrant alumni community now stretches across more than 100 countries.

Postgraduate study at RMIT University can be a new beginning, an opportunity to change direction, or a chance to build on a previous degree. With strong links to industry, RMIT ensures students receive the most relevant educational experience and access to cutting-edge technology to equip them with the skills to succeed. The University boasts graduate employment rates above the national average. RMIT is a member of the Australian Technology Network (ATN), a powerful coalition of five leading Australian technology-oriented universities that share a heritage of working with industry and a united vision to provide career-driven education for tomorrow’s leaders.

Living and studying in Melbourne

Melbourne, the capital of Victoria, Australia, is a modern, sophisticated and vibrant city in southern Australia. Known for its sporting, cultural and arts events, Melbourne boasts a staggering number of restaurants, interesting architecture, café culture, nightclubs, fantastic shopping, and a myriad of festivals, theatres and world-renowned galleries.

Melbourne is a relatively modern city which is less than 200 years old, but which never sits still. New futuristic designs add to the fascinating mix of architecture and ensure the skyline is constantly changing. Melbourne is very much about lifestyle. It is no surprise to the people who live here that Melbourne is consistently named in international polls as one of the world’s most liveable cities.

Melbourne offers a safe clean environment to live in: an extensive public transport system – including trains, trams and buses; a pleasant Mediterranean climate; easy access to beaches, the countryside and the rest of Australia; and convenient and extensive shopping facilities—from large purpose-built shopping centres to specialist boutiques hidden in the city’s many laneways. Melbourne’s four million residents come from all over the world and their cultural, religious and racial backgrounds are celebrated through festivals and in the day-to-day life of the city.

RMIT University’s main campus is located in the centre of the city, making it an ideal location to study while enjoying the delights of Melbourne.

Student support services

The University offers a number of support services for local and international students, ranging from advice about learning and study skills, finance and legal matters, housing/accommodation, careers and employment, childcare, counselling and transition to facilities available to students (Union, Student Union, international student information centre, study facilities, libraries, meeting rooms).

For further information visit www.rmit.edu.au/ssg

International applicants are advised to contact RMIT International Services regarding accommodation, living costs and additional support services before making an application. For further information visit www.rmit.edu.au/international

Every effort has been made to ensure the information contained in this publication is accurate and current at the date of printing. For the most up-to-date information, please refer to the RMIT University web site before lodging your application. Prepared by: RMIT Publishing and Design, October 2008. RMIT University Provider Code: 00122A.
Contents
School overview ........................................ 2
Postgraduate research degrees ...................... 3
Research program enquiries ....................... 3
Key contacts ............................................. 3

Master of Creative Media .............................. 4
  Animation and Interactive Media stream .......... 6
  Creative Writing stream ............................ 7
  Film and Television Production stream ............ 8

Course descriptions .................................. 9
School of Creative Media

With its program offerings from certificate through to PhD, the School of Creative Media is at the cutting edge of media cultures on screen, online, on air and in print. The School represents a creative alliance of emergent disciplines, often generating practical solutions in the context of narrative and digital convergence. Creative Media postgraduate students produce artefacts using cross-disciplinary approaches. In our creative student-centred learning environment, practice is transformed through bold experimentation, reflection and critique. The essence of the student learning experience is one of transformation. We do this within practice-based paradigms, in a world of digital media convergence and evolving forms of narrative. We situate our work within theoretical frameworks and best practice, we innovate, and we create new practice. Our postgraduate coursework programs include capability-driven curriculum. Learning outcomes are informed by the dynamics of an emergent (and convergent) intermedia-based system, with strong industry linkages, research and innovation. Intellectual capital is constructed and connected with industry, in a community-of-practice approach.

Our school seeks students with specific drive and expertise as authors, book designers, book editors, musicians, digital artists, photographers, screenwriters, web designers, online strategists, international creative team leaders, sound technicians, games designers or programmers, and filmmakers. We enable students to develop their personal and experimental practice to a level of excellence recognised by the interactive media, multimedia and professional communication industries.

The School of Creative Media boasts international recognition through involvement in events such as the Berlin Film Festival, the Edinburgh International Film Festival and the Venice Biennale. Both staff and students are highly regarded on the international stage with recent exhibitions at the Lethaby Gallery in London and the Gallery Sakiko in New York.

We encourage our graduates to grasp a seed of what is possible, how to invent, and how to implement those possibilities. Crucially, our alumni are equipped to build the industries and disciplines we represent. Many of our alumni and staff have won national and international awards for their work, notably the New Scientist Eureka Prize for Scientific Photography.

This brochure represents the core postgraduate offerings in the School of Creative Media. Our programs are highly regarded both nationally and internationally, and applications for places are extremely competitive.
Postgraduate research degrees

Widespread access to digital media, the internet, mobile phones and the continual expansion of computing power with a parallel miniaturisation of media technologies have led to profound changes in social interactions from the interpersonal to the global.

Researchers in the School of Creative Media are among Australia’s top artists, animators, filmmakers, writers, photographers, sound designers and new media practitioners who have grasped these technologies as they become available and, through their research projects, are transforming the films, music, visual art, design and literature that make up contemporary culture.

Some are going further. Through the development of individual practice-led research projects and creative collaborations embedded in critical analysis, they are influencing the ongoing transformation of technology itself.

Others are utilising a range of new media across artforms, the humanities and the sciences to create a complex interdisciplinary practice. This in turn is further developed by a parallel depth of practice-led research based firmly on a 21st century understanding of the central role of the narrative and the power of the image.

It should be noted that artists and designers carrying out research in this School are engaged equally with art and industry. This has resulted in a strong research culture in both the Higher Education and TAFE sectors of the School and is reflected in the presence of researchers from both areas working together in discussion groups and thereby strengthening both sectors.

RMIT University offers both PhD (Doctor of Philosophy) and Master degrees by research. A research degree requires a student to formulate their own topic and produce a substantial thesis or project. All research students are allocated an academic supervisor who has expertise in the broad area of their topic. The supervisor will be available for regular consultation with the student and will be responsible, with the student, for ensuring the candidature progresses well.

Research degrees require a high level of commitment and are a form of systematic enquiry into the physical world and into human aspirations, actions and achievements. Research degrees may produce new forms of intellectual and cultural activity or make a valuable contribution to existing forms. Research students can choose whether to submit a more traditional written thesis for their degree, or produce a major original project. Research project provides a framework for innovation and the development of professional practice within the workplace.

Master degrees by research

- MR060—Master of Arts (MA) Photography
- MR064—Master of Arts (MA) Animation and Interactive Media
- MR066—Master of Arts (MA) Creative Writing

Doctor of Philosophy (PhD)—Creative Media

Staff are able to supervise students in the areas of:

- Animation and Interactive Media
- Photography
- Creative Writing
- Music Industry
- Film and Television

The PhD is the highest postgraduate award offered by the University and represents a significant body of independent research, scholarship and achievement expanding the frontiers of a chosen discipline. The territory researched must be uncharted and enable an incremental step forward into areas of new knowledge. Successful PhD candidates join a select international peer group of innovative, highly skilled professionals. The extensive research and academic rigour needed to complete doctoral work is reflected in the competitive entry requirements, the three years full-time (or six years part-time) that it takes to complete the program and the stringent demands of the University for leading edge, real-world research projects.

Research program enquiries

Prospective candidates for a higher degree by research should discuss their possible research topic and the availability of suitable supervisors with the School before making an application. Please contact Debra Dameron, the School Postgraduate and Research Administrator.

www.rmit.edu.au/creativemedia/research

Key contacts

Postgraduate Office
Building 36, Level 4, Room 19
RMIT City campus
Melbourne VIC 3000
Tel. +61 3 9925 2670
Fax: +61 3 9925 3809

Head of School
Professor Peter Smith
Tel. +61 3 9925 4915
Email: pjsmith@rmit.edu.au

Research director
Associate Professor Lyndal Jones
Tel. +61 3 9925 2880
Email: lyndal.jones@rmit.edu.au

Higher degrees by research coordinator
Professor Catherine Cole
Tel. +61 3 9925 3714
Email: catherine.cole@rmit.edu.au

Master of Creative Media coordinator
Gaye Swinn
Tel. +61 3 9925 2265
Email: gaye.swinn@rmit.edu.au

Postgraduate and research administration officer
Debra Dameron
Telephone: +61 3 9925 2670
Email: debra.dameron@rmit.edu.au

Research student profile

Jacinta Halloran

‘After doing editing and non-fiction writing subjects I felt confident enough to start a novel. [Melbourne writer] Antoni Jach was my teacher at this time and he encouraged me to enrol in the Master of Arts—Creative Writing (by Research) at RMIT, which I did. I am due to finish this MA very soon. Both the RMIT diploma course and the MA provided wonderful and very supportive writing environments.’

Halloran—a Melbourne GP—won the 2007 Victorian Premier’s Award for Unpublished Manuscript. In August 2008 the book that followed from that manuscript, Dissection, was launched by Helen Garner. ‘The details of the negligence case in my novel—those who do what to whom—are backgrounded, intentionally,’ she said. ‘I wanted to focus on the emotions of my protagonist—her self-doubt, her terrible guilt about doing harm, and the loss of equilibrium and confidence that begins to infiltrate her faith in her marriage.’

From Readings Bookletter Interview of 4 August 2008 with Georgia Blain.
The Master of Creative Media (MCM) takes one-and-a-half years of full-time or three years of part-time study and incorporates a Graduate Certificate (Semester 1) and Graduate Diploma (Semester 2). Students specialise in either: Animation and Interactive Media; Film and Television Production; or Creative Writing. Two semesters are wholly coursework and one semester is project-based research under individual supervision. The program is conducted at RMIT's City campus.

The program is unique in Australia as a coursework-based Master degree across three inter-related disciplines. It offers instruction via master classes and forum-based interaction with industry professionals. It allows creative professionals to reflect on their practice in the context of cross-disciplinary peer review and project-directed research.

The program, now in its fifth year, is beginning to see local and international success in the form of published work, successful exhibitions and pathways opened into research masters and doctorates. New paradigms of teaching and learning using RMIT's island in Second Life are coming into operation for those with interests in new forms of communication. With brand new facilities in the form of studios, classrooms, viewing rooms and offices already online, and a new editing suite to open in 2009, the program continues to enjoy steadily increasing investment to ensure that all streams stay at the cutting edge in practice-led education.

The program is staffed by recognised leaders in the creative industries. For example, Associate Professor Lyndal Jones, who teaches Reflective Practice, has represented Australia at the Venice Biennale. Dr Lisa Dethridge, who teaches Screenwriting and Research Strategies, is currently involved with a Second Life exhibition in New York: ‘Second Life is not a game. It is a social space. RMIT is now among the first Australian universities to have an island in Second Life. As part of the Australian “sector” of this Virtual World, RMIT’s first island is close to those of ABC and Telstra. We are currently involved in planning our future development around potentials for:

- virtual meetings in a shared, information enriched 3D online space
- testing new designs and concepts
- presenting, promoting and selling content (art, movies, photos, games, scripts, multimedia, animations) to a broad online audience
- collaborating and communicating in real time between multiple participants
- researching new concepts in fashion, architecture, software, sound, music and more
- training and education in the virtual classroom’

‘Karma’ by Shu Wang, Master of Creative Media

Lisa has taught at New York University, the American Film Institute, the University of California, Los Angeles (UCLA); the Australian Film, TV and Radio School (AFTRS) and the University of Melbourne.

She has a PhD in Media Ecology from New York University, an MA in Political Science and a BA (Hons.) in Fine Arts and Lit. from Melbourne University.

In addition, Lisa has conducted research across the spectrum of electronic communications and media. She has worked as a research analyst for the United Nations Secretariat in New York, for NASA in Houston and for Telstra Australia. Most recently she has designed scripts for Multi-User Virtual Environment Second Life for clients including Telstra Big Pond and ABC Television.

She has produced and developed script and story material for major and independent studios and networks including Fox, Warner, Working Title, MTV, CBS, NBC, Ted Turner CNN, Granada, SBS, Dempa Japan, Conde Nast; the Australian Film Commission; the Film Finance Corporation; ABC Australia, Artistic Services, 3RR Radio, TV New Zealand and Chapel-off-Chapel Theatre, Melbourne.

Lisa has written for many news and lifestyle magazines including regular columns on film, architecture and travel for Vogue Australia. She is the author of Writing Your Screenplay, published by Allen and Unwin, and of a stage play, The War Against Short Trousers (Chapel-off-Chapel, Melbourne, 2003).

As a performance artist, she has exhibited at the Sydney Biennale and the La Trobe University Sculpture Triennale. She also worked with an electronic band The Artificial Organs, who released the album Momento Mori, 1983.

In her academic life Lisa exemplifies the practice-led principles that underpin the Master of Creative Media, as do all the academics who teach in the program.
Career prospects
Across the three specialist areas of MCM students may expect to develop careers in the following areas:

- Animator in 2D or 3D
- Interaction designer
- Matte artist
- Web designer
- Character designer
- Games artist
- Production manager
- Art director
- On-line education designer
- Film or television producer
- Film or television director
- Machinima director/producer
- Screen writer
- Scriptwriter
- Sound designer
- Editor
- Publisher
- Technical writer
- Novelist
- Essayist
- Short story writer
- Magazine writer
- Writing critic
- Newly emerging professions in virtual communications and online communities

Professional recognition
All specialisations within this program are validated and advised by an industry panel, comprising practising professionals who meet regularly to review the contents of the discipline within the overall program.

Entrance requirements
A bachelor degree or equivalent industry experience before commencement with some study or experience in the particular discipline. An expression of interest form must be completed. Selection is via interview and portfolio and review of prior work, either written or on DVD. Full details of requirements will be advised before interview. Some applicants may be able to go directly into the Graduate Diploma (semester two); such exemptions will be determined by interview and portfolio.

International students are required to achieve a recognised standard of English via IELTS. The standard is currently under review but all students should note that they will be required to complete a 7000 word exegesis in academic-standard English.

See web site for international application process:
www.rmit.edu.au/international/prospective or contact International Services on tel. +61 3 9925 5156

Pathways
Students of the School of Creative Media TAFE programs such as Diploma of Professional Writing and Editing, Advanced Diploma in Screen, Advanced Diploma of Multimedia, Diploma of Applied Photography and similar programs in other TAFE and University schools can usually complete an appropriate degree in one year within the School of Creative Media. Such degree programs include BA (Animation and Interactive Media), BA (Games Graphic Design), BA (Digital Art), BA (Creative Writing) (commences 2009), BA (Photography). After completing a first degree graduates may decide to continue to an Honours year or move directly to a Masters program.

The choice between Honours, Masters by Coursework (MCM) or Masters by Research (MA Research) is usually determined by the academic achievement evident in the first degree, the maturity of the applicant and career experience.

Recognition of formal qualifications, current competencies and professional experience will be considered on an individual basis. Applicants who have completed similar studies at postgraduate level may be granted exemptions for single courses after review by the program coordinator.

Fees
Tuition fees
Local full fee-paying Australian residents
2009: $13,440 per year full-time

International full fee-paying students
2009: $19,200 per year full-time

Fees are payable at the commencement of each semester and are calculated annually.

Program structure
Students may exit after the first two semesters with a Graduate Diploma if they have successfully completed 96 credit points (48 credit points per semester). To accumulate the 144 credit points necessary to qualify for the Master of Creative Media students must complete a further 48 credit points.

All three specialisations are built around common core courses which are:

<table>
<thead>
<tr>
<th>Course</th>
<th>Credit points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concept Development</td>
<td>12</td>
</tr>
<tr>
<td>Entrepreneurship for Creative Practitioners</td>
<td>12</td>
</tr>
<tr>
<td>Major Project</td>
<td>48</td>
</tr>
<tr>
<td>Reflective Practice and Exegesis</td>
<td>24</td>
</tr>
<tr>
<td>Research Strategies</td>
<td>12</td>
</tr>
<tr>
<td>Storytelling</td>
<td>12</td>
</tr>
</tbody>
</table>

For more information on the structure of each specialisation see:
www.rmit.edu.au/programs/mc142#program_structure

For course descriptions, please see page 9.
Of the three streams, Animation and Interactive Media (AIM) has the longest history and the longest record of outstanding success reaching back to the early 1990s and encompassing many of the major international awards. Under the guidance of David Atkinson, who leads a team of industry pioneers, the program is responsible for starting the careers of many of Australia’s animators.

The varied artistic practices of the teaching team are exemplified in the career of John Power. John has been using paint and computers to make still and moving images since 1981. Since 2002 he has pioneered courseware for postgraduate work in real-time authoring platforms and recently presented a paper entitled ‘Real-Time 3D as a Collaborative Space for Post Graduate Project Work in Animation and Interactive Media’ at the League of Worlds conference in Karlskrona, Sweden. In May 2008, in collaboration with Andrew Garton, he exhibited ‘Notes Towards a Live Machinima’, a single channel real-time space at RMIT’s Field 36 gallery. At the end of 2008, John will release two music videos he produced and directed for two Melbourne artists. They combine animation with live action video shot in Buenos Aires, London, Melbourne and New York.

Animation and Interactive Media students are encouraged to explore the ways in which the animated image and interactivity can be harnessed within time-based narrative or experimental structures to convey ideas to an audience in an engaging manner. All students are expected to demonstrate pride in their work and to immerse themselves in studio practice supported by theory, research and critical discourse.

Graduate profile
Michael Hill
Master of Creative Media—Animation and Interactive Media (AIM) graduate

Michael came to the program in 2006 making a dramatic cross-over from veterinary science into the world of animation after seeing a film by AIM 2002 graduate Jonathan Nix in his home town of Adelaide.

Michael’s major student project, ‘Norbert’, was the recipient of the AIM Award for ‘Best Achievement in Animation Craft’ sponsored by one of Melbourne’s leading animation production companies, Glen Art Productions. The prize included mentorship by the company’s director, Glen Hunwick, who is a keen supporter of the program.

‘Norbert’ is a black comedy about a boy born with big ears who tries to adapt to society but is constantly rejected. It premiered at the 2007 Melbourne International Film Festival and has been invited to international film festivals since. Michael’s research paper, ‘The Meaning and Representation of Melancholy in Film’, capped off a distinguished one-and-a-half years of study.

Even before completing his course, Michael got a job animating the award-winning political cartoons of Peter Nicholson of the Australian newspaper. ‘It’s a fantastic job and I got it through one of the lecturers in the AIM program,’ Michael sees that his multidisciplinary background gives him an advantage with his art. ‘My science background gives me a perspective on life; I use it for problem solving in relation to software complications. As a vet, you see a lot of grief and worry; you talk to a lot of people and animals and become attuned a lot of human emotion.’
Creative Writing students of MCM have benefited since its inception from the knowledge and wisdom of local novelist, poet and artist Antoni Jach, whose critically acclaimed novel, Napoleon’s Double, was published in 2007. Newly appointed in 2008, Professor Cathy Cole, whose broad practice is especially notable in Australian crime fiction, will also teach in MCM.

Students specialising in Creative Writing are encouraged to write fiction or non-fiction at a publishable standard. They are encouraged to read widely, to research extensively and to write copiously in order to take their fiction or non-fiction writing skills to a higher level. Peer group review, encouragement and support under Antoni’s guidance forms an important teaching and learning focus of this specialisation.

Recently published books from current students and graduates of the MCM Creative Writing stream include:

- The Pocketbook of Aussie Patriotism (non-fiction) by Brendan Gullifer (published by Black Inc)
- Every Last Drop (non-fiction) by Craig Madden and Amy Carmichael (published by Random House)
- Sunny Side Up (young adult fiction) by Marion Roberts (published by Allen & Unwin)
- Consumed (adult fiction) by Caroline Hamilton (published by ABC Books)
- Waking up with Strangers (adult fiction) by Daniel Gloag (published by Total Cardboard)

Every Last Drop is the definitive water saving guide for all Australians. Written from years of hands-on experience by The Water Bloke (Craig Madden) himself, the guide takes you on a journey through every room of the house giving you valuable tips and anecdotes on how to save water in your home. This book is one of the most necessary books to come to shelves in some time. It puts our environmental responsibilities into simple perspective, making the link between the global water crisis and how we can help.

“This book just had to be written. I believe deeply in the power we all have in our own hands. Once the problem is understood on a wider scale it becomes difficult to escape responsibility! Solutions can be simple and inexpensive and that is what this book is about.”

Student profile

Craig Madden
Master of Creative Media—Creative Writing

“I chose the Master of Creative Media—Creative Writing at RMIT over other Masters in writing as I felt the emphasis from the head of the department and the lecturers was on actually working in the industry. After all, that is what most of us wish to do—my motivation was not driven by a want for endless study. I felt the lecturers had the credentials and practical knowledge and, most importantly for me, industry contacts to give me a great opportunity to see my ideas come to fruition, which was proven by the publishing of my book in the first semester.”
Under the experienced leadership of a long-time industry professional, Dr Tony Paice, the Film and TV stream also employs award-winning emerging artists. Our current artist is Kylie Boltin, whose recent film Wedding Sari Showdown was shown on SBS to rave reviews. Kylie is engaged in many areas of teaching in MCM Film and TV. The partnership of her professional and academic practices exemplifies the close relationship between the program and the industry needs it serves.

Film and TV students are encouraged to research, script and produce a film or television project, either drama, documentary or studio-based, that will expand their skills in various aspects of production. The resulting creative project may then be suitable for entry into local or international film festivals or broadcasts. Ultimately, creative projects provide graduating students with material for their show reel—the launch pad for a career in the industry or the basis for launching an independent film career by way of an application to various funding bodies such as Film Victoria.

Recent successes from the MCM Film and Television Production stream include:

- Mim Lowe’s production, Telling the Truth, a training and information documentary made for the Australian Conservation Foundation, was screened at the NSW State Library on 16 September 2008 and will travel to many other major venues around Australia over the next few months.
- Sky Crompton is in post-production on a feature drama and is in discussion with SBS and with a Chinese distributor.

Student profile

**Jenni Koski**
Master of Creative Media—Film and Television Production

Jenni Koski completed her Master of Arts in 2003 from the University of Joensuu in Finland. When she finished her studies, Jenni worked in the publishing industry and audio production.

‘I had a lot of experience in the publishing industry and audio production but I wanted to be a more versatile producer, so decided to do some further study in Film and TV. Having practical skills at producing different media projects is something that will definitely benefit my career in the future.’

Jenni wanted to further her education in Film and Television Production to ensure she had the necessary technical and practical skills to stay on top of the continually evolving media environment.

With some existing ties to Australia from previous travels, Jenni chose to study at RMIT in Melbourne.

‘RMIT offered what I was looking for and so far I have been very happy with the overall quality of the MCM program.’

Jenni is currently working on a TV pilot The Temperature’s Rising, to be screened on Channel 31 early next year. Jenni is the producer of one of three individually produced segments called ‘The Heat is On’. The program is a joint venture between the various media schools within RMIT. It is a Screen Production Project that will be trialled to become a new elective for Film and Television students.

Jenni hopes that her extensive experience gained from her studies at RMIT will provide her with many job opportunities. ‘I have set a goal to get as much experience in producing during my studies to expand my portfolio. After graduation, I would like to work as a producer to create content for old and new media platforms.’

---

‘Dovetail’ directed by Ben Power, Master of Creative Media and photography by Tim Burgess

‘Fidget’ directed by Andrew Harrison, Master of Creative Media and photography by Andrew Anderson.

‘The Heat is On’ produced by Jenni Koski, Master of Creative Media
Course descriptions

Applicants are advised to confirm course details with the School before making an application. Details listed were correct when printed, but are subject to change.

Core courses

Concept Development
This course focuses on the generation and formulation of ideas. It encourages you to consider a variety of ways to shape and develop a concept and communicate it effectively to an audience. You will articulate an idea for your creative project(s) and develop your concept. This course will expand on your existing writing, drafting, pre-production and/or production management skills.

Entrepreneurship for Creative Practitioners
This course will equip you with a better understanding of common business principles and practices specific to the creative industries. The course will encompass professional practice issues arising from the preparation of diverse documentation, legal and moral obligations, understanding and formulating contracts, intellectual property, communication with clients, tendering, writing grant applications, marketing and project management. Issues addressed also include responsibilities arising from working within a team, the impact of globalisation, entrepreneurship and how the consideration of future trends can provide new opportunities for the independent freelance practitioner working within the creative industries.

Major Project
In this course you will produce an engaging personal work in which you take a substantial creative role within your specialisation. This will refine and deepen your understanding of the nature of the selected medium and the production of a creative work. This course will continue to the development of an industry-ready portfolio for establishing or further developing a career within your chosen creative industry.

Reflective Practice and Exegesis
The focus of this course is on scholarly reflection to situate your practice within the relevant field. You will formalise your reflective practice in the writing of an exegesis. During this course, you will be placing your work within a critical and scholastic framework synthesised with creative processes. You will also identify and discuss trends, influences, wider historical narratives, technical data and/or cultural frames of reference in relation to your project. This course also helps to prepare you for ongoing reflective practice integral to your professional practice.

Research Strategies
Since different students will come into the course with a different mix of skills, this course is designed to identify individual capacities relevant to conducting research, provide focused specialist input, a collective forum for debating research approaches, and assistance with other necessary skills which fall outside the scope of the course. The course will cater to students about to undertake a thesis, rather than to a wider audience of postgraduate students at varying stages of their study. It is not designed as a generalist, all-purpose research methods course, but rather as a focused preparation for writing successful theses in the School of Global Studies, Social Science and Planning and similar schools. Its flexible format make it suitable for candidates about to embark on an Honours thesis, a minor Master’s thesis in a coursework degree, and Master and Doctoral research theses.

Storytelling
In this course you will examine narrative structures and strategies for creative media practice. The course will cover theoretical frameworks and the technical capacity to tell a story within the relevant medium. This will include harnessing the attributes of the medium in order to engage the audience.

Additional core courses—Animation and Interactive Media stream

Collaborative Studio Practice
This course is designed to emulate activity in creative, time-based studies and provides for various outcomes depending upon the discipline stream. Animation students are evaluated on their capacity to perform as productive team members in circumstances where production, time-management and communication strategies are vital. Film and TV students, for whom this course is an elective, will experience master classes in camera operation, editing and project direction.

Individual Studio Practice
This course provides you with the opportunity to apply animation, interactive or real-time principles and production techniques to a resolved self-directed minor project. You are expected to apply the knowledge gained in Concept Development and Storytelling courses.

Elective courses—Film and Television stream

Collaborative Studio Practice
This course is designed to emulate activity in creative, time-based studies and provides for various outcomes depending upon the discipline stream. Animation students are evaluated on their capacity to perform as productive team members in circumstances where production, time-management and communication strategies are vital. Film and TV students, for whom this course is an elective, will experience master classes in camera operation, editing and project direction.

Documentary in the Digital Age
Documentary production has significant historical precedent and has evolved largely in response to changes in technology from the cumbersome early film cameras to the introduction of video capture and most recently the opportunities available through digital technology. The more traditional viewing spaces have been expanded in response to convergence with new media such as the internet, global telecommunications and a variety of multimedia options. This course investigates the impact of digital technology on the documentary, its structure and production values. Documentaries will be viewed and analysed in an historical perspective, with particular emphasis on the issue of convergence, the emergence of new formats for documentary producers, and the effect this has on production concept decisions.

Film and Television Industries
This course is designed to enhance the student’s ability to build a career in the film and television production industry by providing them with an understanding of legal, business, marketing and careers issues specific to the media production industry. Students will learn about the structure of the film and television industries, common career paths and industry employment practices. A key component of the course will focus on a hypothetical case study of a film production project through various stages from treatment to screen.

Transient Spaces Participatory Media
Connected Media will introduce you to theoretical and practical issues surrounding networked media, specifically the internet and media for mobile phones. The practical component of the course will involve you learning to use blogs and wikis.

Elective courses—Creative Writing stream

Writer and Publication
This course is designed to cover major issues of the professional writer and their relationship to editors, agents and publishers in regard to the book and literary magazine publication process. Aspects of contracts, copyright, marketing and publicity, self-publishing and collective publishing will also be covered. The roles (and expectations) of editors, agents and publishers will also be explored and evaluated.

Writing for Novel and Screen Workshop
This one-semester course is designed to develop your ability to write, analyse, revise and rewrite a novel or feature film script (or long book project such as a verse-novel or a non-fiction book) via participation in the workshop method.