

Handbook 2020

Coursecode

B1343

BACHELOR OF CREATIVE MEDIA

Murdoch University

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Cancellation of Courses, Majors, Minors and Units

The University reserves the right to cancel, without notice, any course, major, minor or unit if the number of students enrolled falls below limits set by the University or in other unforeseen circumstances.

Alternative Formats

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Group	Course	Offerings
Sound	Sound (BCrMedia)	• Murdoch campus (internal)

SOUND

SOUND (BCRMEDIA)

Bachelor of Creative Media (BCrMedia) in Sound

Duration: 3 years full-time or part-time equivalent

Admission Requirements (Onshore):

As per normal undergraduate admission requirements.

Main Research Areas:

Sound for film and television, sound design, music technology, recording studios, sound in interactive media.

Humanities

In the Bachelor of Creative Media you will develop a broad understanding of your field and the skills you need to be successful in the creative media industries. The degree blends study in the creative disciplines with work-integrated learning. As a creative media graduate, you will understand the commercial context and changing nature of the creative industries, and your role as a creative professional within them. You will have the opportunity to build a portfolio of creative works throughout your degree, and showcase your creative potential.

Recommended Double Majors:

Screen Production

Employment Prospects:

Music recording, editing, mixing and remixing; film and television sound recording, sound editing, sound mixing and sound design; sound design for interactive media, games and theatre; industrial sound design, radio production.

Availability:

- Murdoch campus (internal)

Course Codes: B1343

Sound incorporates the way sound is used both in media and in everyday life. In music recording, film sound, game sound, radio and industrial sound design professionals create the recognisable sounds of the modern world and create new sounds. This major focuses on the practice of contemporary sound design and production, combining a mix of theory and production in areas such as popular music, sound for film and games, studio recording, music technology, live sound and radio sound design.

Special Requirements:

This course is only available to internal students at the Murdoch campus since it is a production-based course which utilises the facilities at this campus.

Course Structure - 72 credit points

Year 1 - 24 credit points

Murdoch Spine: Career Learning - 3 credit points

MSP100 Career Learning: Managing Your Career - 3 points
MURDOCH: S1-external, S2-external

Course Core Unit - 3 credit points

CRE100 Foundation in Creative Media - 3 points
MURDOCH: S1-internal, S2-internal

Course Specified Electives - 6 credit points

Specified electives list indicating recommendations for particular majors where appropriate. Choose two units from this list:

Course Specified Electives - 6 credit points

Choose two units from this list, excluding those units in your major:

SCR102 Introduction to Documentary - 3 points
MURDOCH: S2-internal

(recommended for Screen Production)

RAD105 Introduction to Radio - 3 points
MURDOCH: S2-internal
(recommended for Screen Production or Sound)

COM104 Digital Newsgathering and Reporting - 3 points
MURDOCH: S2-internal
(recommended for Screen Production)

COM109 Introduction to Digital Media Skills - 3 points
MURDOCH: S1-internal, S2-internal
(recommended for Graphic Design)

GAD172 Drawing - 3 points
MURDOCH: S1-internal, S2-internal
(recommended for Games Art and Design)

SCR100 Introduction to the Screen - 3 points
MURDOCH: S1-internal

SCR101 Screen Production 1 - 3 points
MURDOCH: S1-internal, S2-internal

SOU169 Introduction to Sound Studies - 3 points
MURDOCH: S1-internal

SOU101 Introduction to Audio Production - 3 points
MURDOCH: S2-internal

PHO101 Digital Imaging - 3 points
MURDOCH: S2-internal

GRD118 Introduction to Graphic Design - 3 points
MURDOCH: S2-internal

PHO124 Photography 1 - 3 points
MURDOCH: S1-internal, S2-internal

GAD154 Introduction to Games Art and Design - 3 points
MURDOCH: S1-internal, S2-internal

GAD164 3D Modelling - 3 points
MURDOCH: S1-internal, S2-internal

Major Core Units - 6 credit points

SOU169 Introduction to Sound Studies - 3 points
MURDOCH: S1-internal

* SOU101 Introduction to Audio Production - 3 points
MURDOCH: S2-internal

* Games Art and Design students intending to take Game Audio in year 3 require this unit as a prerequisite.

General Electives or Second Major - 6 credit points

Select from any 100-level units offered by the University, subject to individual unit prerequisites. Students are advised to consider using General Elective points to meet the requirements of a second major or minor. Any recommended double majors and minors will be included in the major's description.

Year 2 - 24 credit points

Murdoch Spine: Career Learning - 3 credit points

Select from the following:

MSP200 Building Enterprise Skills - 3 points
MURDOCH: S1-external, S2-external

MSP201 Real World Learning - 3 points
MURDOCH: S1-external, S2-external, SUM-external, W-external, Y-external

COM203 Consulting and Freelancing - 3 points
MURDOCH: S1-internal, S2-internal

CRE301 Client Consultancy - 3 points
MURDOCH: H-internal, H-external, S1-internal, S1-external, S2-internal, S2-external, Y-internal, Y-external

CRE325 Creative Media Professional Placement - 3 points
MURDOCH: H-internal, TS21-internal, Y-internal, YU5-internal

COM313 Campus Radio - 3 points
MURDOCH: S1-internal

Course Specified Electives - 3 credit points

Specified electives list indicating recommendations for particular majors where appropriate.

Choose one unit from this list in either year 2 or year 3:

SCR222 Directing and Producing - 3 points
MURDOCH: S2-internal
(recommended for Screen Production)

RAD374 Popular Music - 3 points
MURDOCH: S2-internal
(recommended for Screen Production; recommended for Sound)

PHO202 Photo Documentary - 3 points
MURDOCH: S2-internal
(recommended for Screen Production)

GAD232 Critical Games, Play and Design - 3 points
MURDOCH: S2-internal
(recommended for Graphic Design)

GAD261 Games Art - 3 points
MURDOCH: S1-internal

GAD241 Animation - 3 points
MURDOCH: S1-internal

GAD210 Technical Art and Games Engine Scripting - 3 points
MURDOCH: S2-internal

GRD263 Web Design - 3 points
MURDOCH: S1-internal, S2-internal

GRD201 Publication Design - 3 points
MURDOCH: S1-internal

GRD202 Brand and Identity Design - 3 points
MURDOCH: S1-internal

PHO203 Photography 2 - 3 points
MURDOCH: S1-internal

PHO204 Visual Literacy - 3 points
MURDOCH: S1-internal

SCR200 Writing for the Screen - 3 points
MURDOCH: S1-internal

SCR201 Screen Production 2 - 3 points
MURDOCH: S1-internal

SCR204 Documentary Production - 3 points
MURDOCH: S2-internal

Major Core Units - 9 credit points

SOU268 Music Technology - 3 points
MURDOCH: S2-internal

SOU214 Sound Production - 3 points
MURDOCH: S1-internal

SOU377 Soundtrack - 3 points
MURDOCH: S2-internal

General Electives or Second Major - 9 credit points

Select from any 200- to 400-level units offered by the University, subject to individual unit prerequisites. Students are advised to consider using General Elective points to meet the requirements of a second major or minor. Any recommended double majors and minors will be included in the major's description.

Year 3 - 24 credit points

Murdoch Spine: Career Learning - 3 credit points

Select from the following:

MSP201 Real World Learning - 3 points
MURDOCH: S1-external, S2-external, SUM-external, W-external, Y-external

CRE312 Creative Media Projects 2 - 3 points
MURDOCH: S2-internal

Course Core Units - 3 credit points

CRE311 Creative Media Projects 1 - 3 points
MURDOCH: S1-internal

Major Core Units - 9 credit points

SOU376 Sound for Screen - 3 points
MURDOCH: S1-internal

SOU375 Game Audio - 3 points
MURDOCH: S1-internal

SOU378 Advanced Sound Production - 3 points
MURDOCH: S2-internal

General Electives or Second Major - 9 credit points

Select from any 200- to 400-level units offered by the University, subject to individual unit prerequisites. Students are advised to consider using General Elective points to meet the requirements of a second major or minor. Any recommended double majors and minors will be included in the major's description.

PREREQUISITES

3D Modelling (GAD164)

Nil.

Advanced Sound Production (SOU378)

SOU268 Music Technology (or MCC268 Music Technology) and SOU214 Sound Production (or MCC214 Sound Production).

Animation (GAD241)

Nil.

Brand and Identity Design (GRD202)

IDD118/GRD118 Introduction to Graphic Design

Building Enterprise Skills (MSP200)

Nil.

Campus Radio (COM313)

RAD105 Introduction to Radio or RAD301 Creative Radio or EGL122 Writing and Creativity and enrolment in Bachelor of Communications, Bachelor of Creative Media, Bachelor of Arts (B1316) or with the approval of the coordinator.

Career Learning: Managing Your Career (MSP100)

Nil.

Client Consultancy (CRE301)

Subject to the approval of the unit coordinator.

Consulting and Freelancing (COM203)

Nil.

Creative Media Professional Placement (CRE325)

Enrolment by permission of Academic Chair. A grade point average of 2.5 is also required to enrol in this unit.

Creative Media Projects 1 (CRE311)

Enrolment in the Bachelor of Creative Media, 36 credit points completed or B1344 BACHELOR OF COMMUNICATION/BACHELOR OF CREATIVE MEDIA

Creative Media Projects 2 (CRE312)

CRE311 Creative Media Projects 1

Critical Games, Play and Design (GAD232)

Nil.

Digital Imaging (PHO101)

Nil.

Directing and Producing (SCR222)

SCR101 Screen Production 1 or MCC128 Screen Production I

Documentary Production (SCR204)

MCC128 Screen Production or SCR101 Screen Production 1

Drawing (GAD172)

Nil.

Foundation in Creative Media (CRE100)

Enrolment in a Bachelor of Creative Media

Game Audio (SOU375)

SOU101 Introduction to Audio Production

Games Art (GAD261)

GAD154 Introduction to Games Art and Design.

Introduction to Audio Production (SOU101)

Nil.

Introduction to Digital Media Skills (COM109)

Nil.

Introduction to Documentary (SCR102)

Nil.

Introduction to Games Art and Design (GAD154)

Nil.

Introduction to Graphic Design (GRD118)

Nil.

Introduction to Radio (RAD105)

Nil.

Introduction to Sound Studies (SOU169)

Nil.

Introduction to the Screen (SCR100)

Nil.

Music Technology (SOU268)

SOU101 Introduction to Audio Production or SOU214 Sound Production.

Photo Documentary (PHO202)

Nil. However some photography experience is advised. If you have no experience with photography it is advised that you complete PHO124 prior to attempting this unit.

Photography 1 (PHO124)

Nil.

Photography 2 (PHO203)

PHO124 Photography I

Popular Music (RAD374)

Nil.

Publication Design (GRD201)

IDD118/GRD118 Introduction to Graphic Design

Real World Learning (MSP201)

Normally completed an equivalent of 24 credit points

Screen Production 1 (SCR101)

Nil.

Screen Production 2 (SCR201)

SCR101 Screen Production 1 or MCC128 Screen Production.

Sound Production (SOU214)

SOU101 Introduction to Audio Production.

Sound for Screen (SOU376)

SOU101 Introduction to Audio Production

Soundtrack (SOU377)

SOU169 Introduction to Sound Studies

Visual Literacy (PHO204)

Nil. However some photography experience is advised. If you have no experience with photography it is advised that you complete PHO124 prior to attempting this unit.

Web Design (GRD263)

IDD118 / GRD118 Introduction to Graphic Design

Writing for the Screen (SCR200)

SCR101 Screen production 1 or MCC128 Screen Production I (TV Studio) (or MED107 Screen and Sound Production I (TV Studio) or MED107 Screen Production I (TV Studio) OR permission of the Unit Coordinator (subject to proven ability to write with words and images).

Personal Study Plan

Unit Sets:

Year	Semester 1	Semester 2
1		
2		
3		
4		