

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
Screen Production	Screen Production (BCrMedia)	• Murdoch campus (internal)

SCREEN PRODUCTION

SCREEN PRODUCTION (BCRMEDIA)

Recommended Double Majors:

English and Creative Writing; Games Art and Design; Global Media and Communication; Journalism; Sound; Strategic Communication

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

Course Codes: B1343

Humanities

Employment Prospects:

Graduates can expect to find employment in a wide range of fields, from the creative industries (online, advertising, television, music, film and documentary) to management, administration, public policy, media research. Graduates will also have had ample opportunities to be familiar with a range of film and video crew functions such as screen-writing, producing, directing, editing, production design, digital compositing, lighting, cinematography, sound recording and design etc.

Availability:

- Murdoch campus (internal)

Bachelor of Creative Media (BCrMedia) in Screen Production

Admission Requirements (Onshore):

As per normal undergraduate admission requirements.

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.

Main Research Areas:

Media studies; Australian indigenous media; creative industries; film; cinema; television; sound; new media; digital video; documentary; YouTube

This major teaches and prepares students to be film-makers. Students will learn current screen industry practices and their theoretical principles, including scriptwriting, producing, directing, cinematography, digital video editing, sound recording and design, post-production digital compositing, and photographic skills. Units cover a mix of screen practice and image theory. Students over the course of their program will complete productions in drama, documentary and factual film. Students will engage in the film-making formats of documentary, drama, music-video, experimental, webisodes, television studio, and more.

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

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

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

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

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

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

SCR303 Factual Production - 3 points
MURDOCH: S1-internal

SCR312 Practical Film Skills - 3 points
MURDOCH: S1-internal

SCR348 Screen Theories - 3 points
MURDOCH: S2-internal, S2-external

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.

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.

Factual Production (SCR303)

MCC128/SCR101 Screen Production 1;

Foundation in Creative Media (CRE100)

Enrolment in a Bachelor of Creative Media

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.

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.

Practical Film Skills (SCR312)

MCC226 Screen Production 2 or SCR201 Screen Production 2 or SCR304 Documentary Production

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.

Screen Theories (SCR348)

Nil.

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		