

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
Games Art and Design	Games Art and Design (BCrMedia)	• Murdoch campus (internal)

GAMES ART AND DESIGN

GAMES ART AND DESIGN (BCRMEDIA)

Bachelor of Creative Media (BCrMedia) in Games Art and Design

Main Research Areas:

Games Art and Design, Games Theory, Graphic Design

Admission Requirements (Onshore):

As per normal undergraduate admission requirements.

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

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.

Humanities

Availability:

- Murdoch campus (internal)

Recommended Double Majors:

Graphic Design

The Bachelor of Creative Media in Games Art and Design combines creative processes and concepts with the latest industry standard tools, techniques, and workflows to create games for a growing global market. The course is based on industry best-practices and work-related learning experiences that enable graduates to work across a broad range of disciplines within the international games industry. Taught by international games production experts, the course provides students with multiple pathways to a games industry career: Production Art for 3D modelling, animation, and texture painting; Concept Art for 2D illustration and character design; and Game Design for virtual world construction, level design, and high-concept gameplay development.

Employment Prospects:

Concept Artist, Technical Artist, Animator, Character Modeller, Game Designer, Environment Modeller, Production Artist, Matte and Texture Painter, Game-Play Tester, Lighting Artist, Level Designer.

Course Codes: B1343

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

GAD154 Introduction to Games Art and Design - 3 points

MURDOCH: S1-internal, S2-internal

GAD164 3D Modelling - 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 - 6 credit points

GAD261 Games Art - 3 points

MURDOCH: S1-internal

GAD232 Critical Games, Play and Design - 3 points

MURDOCH: S2-internal

Major Specified Elective - 3 credit points

Select from the following:

Concept Art AND Modelling and Animation Streams

GAD241 Animation - 3 points

MURDOCH: S1-internal

Games Design Stream

GAD210 Technical Art and Games Engine Scripting - 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 - 3 credit points

GAD361 VR, Platforms, and Publishing - 3 points

MURDOCH: S2-internal

Major Specified Electives - 6 credit points

Select all units from one of the streams below:

Concept Art Stream

GAD373 Concept Design and Illustration - 3 points

MURDOCH: S2-internal

GAD374 Digital Painting - 3 points

MURDOCH: S1-internal

Games Design Stream

GAD375 Games Design and Prototyping - 3 points

MURDOCH: S1-internal

GRD379 Mobile App and User Experience Design - 3 points

MURDOCH: S1-internal

Modelling and Animation Stream

GAD363 3D Sculpting - 3 points

MURDOCH: S1-internal

GAD365 Advanced 3D Character Animation - 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.

3D Sculpting (GAD363)

GAD164/MCC164 3D Modelling

Advanced 3D Character Animation (GAD365)

GAD241 Animation or MCC241 Animation

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.

Concept Design and Illustration (GAD373)

GAD172 Drawing or MCC172 Drawing

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.

Digital Painting (GAD374)

Successful completion of GAD172/MCC172 Drawing

Directing and Producing (SCR222)

SCR101 Screen Production 1 or MCC128 Screen Production 1

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

Games Art (GAD261)

GAD154 Introduction to Games Art and Design.

Games Design and Prototyping (GAD375)

Nil.

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.

Mobile App and User Experience Design (GRD379)

IDD118 / GRD118 Introduction to Graphic Design OR GAD154 Introduction to Games Art and Design

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.

VR, Platforms, and Publishing (GAD361)

GAD261 Games Art

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		