Bachelor of Creative Industries/Bachelor of Human Services (IX43)

Year offered: 2011
Admissions: Yes
CRICOS code: 058291E
Course duration (full-time): 4 years
Domestic Fees (indicative): 2011: CSP $2,721 per semester (indicative)
International Fees (indicative): 2011: $10,625 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 429062
Past rank cut-off: 86
Past OP cut-off: 8
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Enquiries to creativeindustries@qut.edu.au or 07 3138 8114; Human Services: swhs.enquiries@qut.edu.au or 07 3138 4697
Campus: Kelvin Grove

Course Structure
This course is made up of 384 credit points. Each component (i.e. Creative Industries and Human Services) comprises 192 credit points.

The Creative Industries component is made up of 96 credit points of core units and a Creative Industries major (96 credit points).

The Human Services component is made up of 144 credit points of Faculty core units and 48 credit points of units from selected Human Services units.

Professional Recognition (Bachelor of Human Services)
Graduates are entitled to apply for membership of the Australian Association of Welfare and Community Workers.

Deferment
Domestic students can defer their offer in this course for one year. In exceptional circumstances up to 12 months of additional deferment may be granted.

Find out more on deferment.

Other course requirements
Blue Card
As required by the Commission for Children and Young People and Child Guardian Act (2000), students must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 8 weeks for the Commission to issue the Card. Application form

Hepatitis vaccination
Students considering undertaking a placement in a Queensland Health facility should note that a Hepatitis B vaccination is mandatory before commencement of the placement.

Limits on grades of 3
A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Further information
For information about this course, please call Social Work and Human Services on +61 7 3138 4697 or email swhs.enquiries@qut.edu.au

Course structure for students commencing in 2011 and later years

Year 1, Semester 1
SWB105  Introduction to Human Rights and Ethics
SWB100  Introduction to Human Services and Social Work
KKB101  Creative Industries: People and Practices
SELECT Either KPB101 or KVB104:
KPB101  Introduction to Film, TV and New Media Production
KVB104  Photomedia and Artistic Practice

Year 1, Semester 2
SWB103  Contemporary Social and Community Issues
PYB007  Interpersonal Processes and Skills
KCB103  Strategic Speech Communication
KKB102  Creative Industries: Making Connections

Year 2, Semester 1
SWB208  Introduction to Practice
SWB209  Developing Professional Frameworks
KKB221  Approaching Interdisciplinarity
SELECT Creative Industries major: First Unit

Year 2, Semester 2
ELECTIVE One Unit from Human Services Elective Options List
ELECTIVE One Unit from Human Services Introductory Service Options List
KKB222  Interdisciplinarity in Practice
SELECT Creative Industries major: Second Unit

Year 3, Semester 1
SWB220  Practice Theories
SWB221  Social Work Processes and Methods
SELECT Creative Industries major: Third Unit
SELECT Creative Industries major: Fourth Unit

Year 3, Semester 2
SWB219  Ethical and Legal Dimensions of Human Services and Social Work
SELECT Creative Industries major: Fifth Unit
SELECT Creative Industries major: Sixth Unit
SELECT A Transitions to New Professional Environments Unit

Year 4, Semester 1
ELECTIVE One Unit from Human Services Advanced Service Options List
ELECTIVE One Unit from Human Services Elective Options List
SELECT Creative Industries major: Seventh Unit
SELECT A Transitions to New Professional Environments Unit

Year 4, Semester 2
SWB301  Advanced Professional Practice
SELECT Creative Industries major: Eighth Unit

Course structure for students who commenced in 2010

Year 1, Semester 1
SWB105  Introduction to Human Rights and Ethics
SWB100  Introduction to Human Services and Social Work
KKB101  Creative Industries: People and Practices
SELECT Either KPB101 or KVB104:
KPB101  Introduction to Film, TV and New Media Production
KVB104  Photomedia and Artistic Practice

Year 1, Semester 2
SWB103  Contemporary Social and Community Issues
SWB104  Interpersonal Communication
KCB103  Strategic Speech Communication
KKB102  Creative Industries: Making Connections

Year 2, Semester 1
SWB208  Introduction to Practice
SWB209  Developing Professional Frameworks
KKB221  Approaching Interdisciplinarity
SELECT Creative Industries major: First Unit

Year 2, Semester 2
SELECT Creative Industries major: First Unit

Year 3, Semester 1
SWB220  Practice Theories
SWB221  Social Work Processes and Methods
SELECT Creative Industries major: Third Unit
SELECT Creative Industries major: Fourth Unit

Year 3, Semester 2
SWB219  Ethical and Legal Dimensions of Human Services and Social Work
SELECT Creative Industries major: Fifth Unit
SELECT Creative Industries major: Sixth Unit
SELECT A Transitions to New Professional Environments Unit

Year 4, Semester 1
ELECTIVE One Unit from Human Services Elective Options List
ELECTIVE One Unit from Human Services Introductory Service Options List
KKB222  Interdisciplinarity in Practice
SELECT Creative Industries major: Second Unit

Year 3, Semester 1

SWB220 Practice Theories
SWB221 Social Work Processes and Methods
SELECT Creative Industries major: Third Unit
SELECT Creative Industries major: Fourth Unit

Year 3, Semester 2

SWB219 Ethical and Legal Dimensions of Human Services and Social Work
SELECT Creative Industries major: Fifth Unit
SELECT Creative Industries major: Sixth Unit
SELECT A Transitions to New Professional Environments Unit

Year 4, Semester 1

ELECTIVE One Unit from Human services Advanced Service Options List
ELECTIVE One Unit from Human Services Elective Options List
SELECT Creative Industries major: Seventh Unit
SELECT A Transitions to New Professional Environments Unit

Year 4, Semester 2

SWB301 Advanced Professional Practice
SELECT Creative Industries major: Eighth Unit

Creative Industries Major Options

INSTRUCTIONS FOR MAJORS

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a major, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

Animation

Description: This major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

KIB105 Animation and Motion Graphics
KIB108 Animation History and Practices
KIB203 Introduction to 3D Computer Graphics
KIB220 Animation Production
KIB221 Animation: CG Toolkit
KIB225 Character Development, Conceptual Design and Animation Layout
KIB316 Virtual Environments
KIB325 Real-Time 3D Computer Graphics
KVB105 Drawing for Design
KVB106 Drawing for Animation

Art and Design History

Description: This major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

DAB325 Architecture in the 20th Century
DAB420 Architecture, Culture and Space
DEB202 Introducing Design History
KVB102 Modernism
KVB103 Australian Art
KVB108 Contemporary Asian Visual Culture
KVB211 Post 1945 Art
KVB212 Australian Art, Architecture and Design
KVB304 Contemporary Art Issues
KVB306 Video Art and Culture

Creative and Professional Writing

Description: The aim of this major is to prepare
students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB103 Persuasive Writing
KWB104 Creative Writing: the Short Story
KWB106 Corporate Writing and Editing
KWB107 Creative Non-Fiction
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics
KWB211 Stylistics and Poetics
KWB303 Writing and Publishing Industry
KWB313 Novel and Memoir

Dance Studies
Description: This major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

KDB103 Dance Technique Studies 1
KDB104 Dance Technique Studies 2
KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB107 Choreographic Studies 1

Digital Media
Description: Online and interactive technologies now dominate creative and professional life. This major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

KCB101 Introduction to Media and Communication: Texts
SELECT Either KCB102 or KJB101:
KCB102 Media Myth Busting 1
KJB101 Digital Journalism
SELECT Either KCB104 or KPB110:
KCB104 Media and Communications: Industries
KPB110 The Movie, TV & New Media Business
KCB206 New Media: Internet, Self and Beyond
KCB207 Exploring New Media Worlds
KCB203 Consumption Matters: Consumer Cultures and Identity
KIB101 Visual Communication
KIB103 Introduction to Web Design and Development
KVB306 Video Art and Culture

Drama
Description: The major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.
Available Information for Future Students

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Brisbane Australia

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Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

KDB225 Music Theatre Skills
KTB101 20th Century Performance
KTB103 Performing Skills 1: Character and Scene
KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB204 Understanding Performance
KTB207 Staging Australia
KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals
KTB305 The Entrepreneurial Artist
KTB306 Directing for Performance Events and Festivals

Entertainment Industries

Description: On completion of this major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

SELECT Either BSB126 or KPB101 (BSB126 is mandatory unless you are already undertaking it as part of another study package):

BSB126 Marketing
KPB101 Introduction to Film, TV and New Media Production
AMB207 Entertainment Marketing
KXB101 Introduction to Entertainment
KXB102 Global Entertainment
KXB201 Entertainment Practice: Balancing Creativity and Business
KXB301 Entertainment Industries Map
LWS008 Entertainment Law
LWS009 Introduction to Law

Note: LWS009 will first be offered in semester 2 2011. KXB301 and LWS008 will first be offered in semester 1 2012. AMB200, KCB301 or KWB102 will be permitted to count towards this study package if completed in 2010 or earlier.

Film, Television and Screen

Description: The aim of this major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organisational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

KPB101 Introduction to Film, TV and New Media Production
KPB104 Film and Television Production Resource Management
KPB105 Narrative Production
KPB109 Film and TV History
KPB110 The Movie, TV & New Media Business
KPB112 TV and Film Genres
KPB113 TV and Film Text Analysis
KPB202 Film and Television Business Skills: Entrepreneurship and Investment
### Interactive and Visual Design

**Description:** This major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

**Assumed Knowledge:** There is no specific prior knowledge required as a prerequisite to undertaking this major.

- **KIB101** Visual Communication
- **KIB102** Visual Interactions
- **KIB103** Introduction to Web Design and Development
- **KIB104** Digital Media
- **KIB214** Design for Interactive Media
- **KIB216** Advanced Web Design
- **KIB230** Interface and Information Design
- **KIB315** Contemporary Issues in Digital Media
- **KVB105** Drawing for Design
- **KVB204** Graphic Design

### Journalism, Media and Communication

**Description:** This major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organisations that wish to build, and maintain, a media profile.

**Assumed Knowledge:** There is no specific prior knowledge required as a prerequisite to undertaking this major.

**Select:** Either KCB102 or KJB101:
- **KCB102** Media Myth Busting 1
- **KJB101** Digital Journalism
- **KJB120** Newswriting
- **KCB104** Media and Communications: Industries
- **KJB121** Journalistic Inquiry
- **KCB103** Strategic Speech Communication
- **KJB224** Feature Writing
- **KJB239** Journalism Ethics and Issues

**Select:** Either KFB205 or KJB280:
- **KFB205** Fashion and Style Journalism
- **KJB280** International Journalism
- **KCB301** Media Audiences
- **KCB302** Political Communication

**Select:** Either KCB304 or KJB337:
- **KCB304** Designing Communication Resources
- **KJB337** Public Affairs Reporting

### Literary Studies

**Description:** The aims of this major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

**Assumed Knowledge:** There is no specific prior knowledge required as a prerequisite to undertaking this major.

- **KWB108** Introduction To Literary Studies
- **KWB109** Writing Australia
- **KWB206** Youth and Children's Writing
- **KWB207** Great Books: Creative Writing Classics
- **KWB208** Modern Times (Literature and Culture in the 20th Century)
- **KWB209** Shakespeare, Then and Now
- **KWB210** Imagining the Americas: Contemporary American Literature and Culture
- **KWB308** Wonderlands: Literature and Culture in the 19th Century
- **KWB309** Popular Fictions, Popular Culture
Music

Description: This major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this major.

Music

KDB225 Music Theatre Skills
KMB003 Sex Drugs Rock 'N' Roll
KMB004 World Music
KMB107 Sound, Image, Text
KMB119 Music and Sound Production 1
KMB122 Music and Sound Concepts 1
KMB129 Music and Sound Production 2
KMB132 Music and Sound Concepts 2
KMB200 Music Scenes and Subcultures
KMB301 The Music Industry

Please note: KKB345 is permitted to count towards this unit set if completed in 2010 or earlier.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

Advertising

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB220 Advertising Theory and Practice

AMB318 Advertising Copywriting
AMB319 Media Planning
AMB320 Advertising Management
AMB330 Advertising Planning Portfolio
BSB126 Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

Animation

KIB105 Animation and Motion Graphics
KIB108 Animation History and Practices
KIB203 Introduction to 3D Computer Graphics
KIB220 Animation Production
KIB221 Animation: CG Toolkit
KIB225 Character Development, Conceptual Design and Animation Layout
KIB316 Virtual Environments
KIB325 Real-Time 3D Computer Graphics
KVB105 Drawing for Design
KVB106 Drawing for Animation

Architectural Studies

A full list of the units offered in this study package is available from: http://www.bee.qut.edu.au/study/current/2major/min/majors/

Art and Design History

Description: This second major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In
conjunction with further study, this second major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

DAB325 Architecture in the 20th Century
DAB420 Architecture, Culture and Space
DEB202 Introducing Design History
KVB102 Modernism
KVB103 Australian Art
KVB108 Contemporary Asian Visual Culture
KVB211 Post 1945 Art
KVB212 Australian Art, Architecture and Design
KVB304 Contemporary Art Issues
KVB306 Video Art and Culture

Creative and Professional Writing

Description: The aim of this second major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB103 Persuasive Writing
KWB104 Creative Writing: the Short Story
KWB106 Corporate Writing and Editing
KWB107 Creative Non-Fiction
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics
KWB211 Stylistics and Poetics
KWB303 Writing and Publishing Industry
KWB313 Novel and Memoir

Dance Studies

Description: This second major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

KDB103 Dance Technique Studies 1
KDB104 Dance Technique Studies 2
KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB107 Choreographic Studies 1
KDB108 World Dance
KDB109 Funk, Tap and all that Jazz
KDB110 Deconstructing Dance in History
KDB204 Australian Dance
KDB205 Dance in Education
KDB225 Music Theatre Skills

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

KCB101 Introduction to Media and Communication: Texts

SELECT: Either KCB102 or KJB101:
KCB102 Media Myth Busting 1
KJB101 Digital Journalism

SELECT Either KCB104 or KPB110:
KCB104 Media and Communications: Industries
Drama

Description: The second major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the second major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

KPB110 The Movie, TV & New Media Business
KCB206 New Media: Internet, Self and Beyond
KCB207 Exploring New Media Worlds
KCB203 Consumption Matters: Consumer Cultures and Identity
KIB101 Visual Communication
KIB103 Introduction to Web Design and Development
KVB306 Video Art and Culture

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

SELECT Either BSB126 or KPB101 (BSB126 is mandatory unless you are already undertaking it as part of another study package):

SB126 Marketing
KPB101 Introduction to Film, TV and New Media Production
AMB207 Entertainment Marketing
KXB101 Introduction to Entertainment
KXB102 Global Entertainment
KXB201 Entertainment Practice: Balancing Creativity and Business
KXB301 Entertainment?Industries Map
LWS008 Entertainment Law
LWS009 Introduction to Law

Note: LWS009 will be first offered in semester 2 2011. KXB301 and LWS008 will first be offered in semester 1 2012. AMB200, KCB301 or KWB102 will be permitted to count towards this study package if completed in 2010 or earlier.

Entrepreneurship

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

AMB251 Innovation and Brand Management
BSB115 Management
BSB126 Marketing
MGB200 Leading Organisations
MGB223 Entrepreneurship and Innovation
MGB324 Managing Business Growth

SELECT Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB201 Marketing and Audience Research
AMB240 Marketing Planning and Management

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210 Managing Operations
MGB225 Intercultural Communication and Negotiation Skills
MGB310 Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier. AMB336 and AMB340 are permitted to count towards the Advanced AMB Unit Options if completed in 2010 or earlier.
semester 1 2011 or earlier.

**Fashion**

Description: This second major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

KCB203 Consumption Matters: Consumer Cultures and Identity
KFB103 Introduction to Fashion
KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB107 Drawing for Fashion
KFB205 Fashion and Style Journalism
KFB206 Fashion and Modernity
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio
KFB209 Ragtrade: Wholesaling Fashion
KFB304 Fashion, Law and the Real World
KPB213 Graphic Investigation

**Film, Television and Screen**

Description: The aim of this second major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organisational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

KPB101 Introduction to Film, TV and New Media Production
KPB104 Film and Television Production Resource Management
KPB105 Narrative Production
KPB109 Film and TV History
KPB110 The Movie, TV & New Media Business
KPB112 TV and Film Genres
KPB113 TV and Film Text Analysis

**Games Design**

Description: The aim of this second major is to provide students with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180 Computer Games Studies
INB181 Introduction to Games Production
INB280 Fundamentals of Game Design
INB272 Interaction Design
INB104 Building IT Systems
INB281 Advanced Game Design
KIB201 Concept Development for Game Design and Interactive Media
KIB202 Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

**Industrial Design**

A full list of the units offered in this study package is available from: http://www.bee.qut.edu.au/study/current/2major/min/majors/

**Interior Design**

A full list of the units offered in this study package is available from: http://www.bee.qut.edu.au/study/current/2major/min/majors/

**Integrated Marketing Communication**
AMB202 Integrated Marketing Communication  
AMB220 Advertising Theory and Practice  
AMB263 Introduction To Public Relations  
AMB331 Direct Marketing  
AMB350 Sales and Customer Relationship Management  
BSB126 Marketing  

**SELECT Two units from AMB208, AMB230 or AMB261:**  
AMB208 Events Marketing  
AMB230 Digital Promotions  
AMB261 Media Relations and Publicity  

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

### Interactive and Visual Design

**Description:** This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

**Assumed Knowledge:** There is no specific prior knowledge required as a prerequisite to undertaking this second major.

<table>
<thead>
<tr>
<th>KIB101</th>
<th>Visual Communication</th>
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<tbody>
<tr>
<td>KIB102</td>
<td>Visual Interactions</td>
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<tr>
<td>KIB103</td>
<td>Introduction to Web Design and Development</td>
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<tr>
<td>KIB104</td>
<td>Digital Media</td>
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<tr>
<td>KIB214</td>
<td>Design for Interactive Media</td>
</tr>
<tr>
<td>KIB216</td>
<td>Advanced Web Design</td>
</tr>
<tr>
<td>KIB230</td>
<td>Interface and Information Design</td>
</tr>
<tr>
<td>KIB315</td>
<td>Contemporary Issues in Digital Media</td>
</tr>
<tr>
<td>KVB105</td>
<td>Drawing for Design</td>
</tr>
<tr>
<td>KVB204</td>
<td>Graphic Design</td>
</tr>
</tbody>
</table>

### Journalism, Media and Communication

**Description:** This second major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the second major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organisations that wish to build, and maintain, a media profile.

**Assumed Knowledge:** There is no specific prior knowledge required as a prerequisite to undertaking this second major.

| SELECT Either KCB102 or KJB101: |
| KCB102 Media Myth Busting 1 |
| KJB101 Digital Journalism |
| KJB120 Newswriting |
| KCB104 Media and Communications: Industries |
| KJB121 Journalistic Inquiry |
| KCB103 Strategic Speech Communication |
| KJB224 Feature Writing |
| KJB239 Journalism Ethics and Issues |
| SELECT Either KFB205 or KJB280: |
| KFB205 Fashion and Style Journalism |
| KJB280 International Journalism |
| KCB301 Media Audiences |
| KCB302 Political Communication |
| SELECT Either KCB304 or KJB337: |
| KCB304 Designing Communication Resources |
| KJB337 Public Affairs Reporting |

### Landscape Architecture Studies

A full list of the units offered in this study package is available from: http://www.bee.qut.edu.au/study/current/2major/min/majors/

### Literary Studies

**Description:** The aims of this second major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

**Assumed Knowledge:** There is no specific prior knowledge required as a prerequisite to undertaking this second major.

<p>| KWB108 Introduction To Literary Studies |</p>
<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>KWB109</td>
<td>Writing Australia</td>
</tr>
<tr>
<td>KWB206</td>
<td>Youth and Children's Writing</td>
</tr>
<tr>
<td>KWB207</td>
<td>Great Books: Creative Writing Classics</td>
</tr>
<tr>
<td>KWB208</td>
<td>Modern Times (Literature and Culture in the 20th Century)</td>
</tr>
<tr>
<td>KWB209</td>
<td>Shakespeare, Then and Now</td>
</tr>
<tr>
<td>KWB210</td>
<td>Imagining the Americas: Contemporary American Literature and Culture</td>
</tr>
<tr>
<td>KWB308</td>
<td>Wonderlands: Literature and Culture in the 19th Century</td>
</tr>
<tr>
<td>KWB309</td>
<td>Popular Fictions, Popular Culture</td>
</tr>
<tr>
<td></td>
<td>* KWB210 will be offered for the first time in semester 1 2012.</td>
</tr>
</tbody>
</table>

### Marketing

<table>
<thead>
<tr>
<th>Code</th>
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</thead>
<tbody>
<tr>
<td>AMB200</td>
<td>Consumer Behaviour</td>
</tr>
<tr>
<td>AMB201</td>
<td>Marketing and Audience Research</td>
</tr>
<tr>
<td>AMB202</td>
<td>Integrated Marketing Communication</td>
</tr>
<tr>
<td>AMB240</td>
<td>Marketing Planning and Management</td>
</tr>
<tr>
<td>AMB335</td>
<td>E-marketing Strategies</td>
</tr>
<tr>
<td>AMB336</td>
<td>International Marketing</td>
</tr>
<tr>
<td>AMB340</td>
<td>Services Marketing</td>
</tr>
<tr>
<td>BSB126</td>
<td>Marketing</td>
</tr>
<tr>
<td></td>
<td>Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.</td>
</tr>
</tbody>
</table>

### Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>KDB225</td>
<td>Music Theatre Skills</td>
</tr>
<tr>
<td>KMB003</td>
<td>Sex Drugs Rock 'N' Roll</td>
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<td>KMB004</td>
<td>World Music</td>
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<td>KMB107</td>
<td>Sound, Image, Text</td>
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<td>KMB119</td>
<td>Music and Sound Production 1</td>
</tr>
<tr>
<td>KMB122</td>
<td>Music and Sound Concepts 1</td>
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<tr>
<td>KMB129</td>
<td>Music and Sound Production 2</td>
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<td>KMB132</td>
<td>Music and Sound Concepts 2</td>
</tr>
<tr>
<td>KMB200</td>
<td>Music Scenes and Subcultures</td>
</tr>
<tr>
<td>KMB301</td>
<td>The Music Industry</td>
</tr>
</tbody>
</table>

Please note: KKB345 is permitted to count towards this unit set if completed in 2010 or earlier.

### Online Environments

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.

<table>
<thead>
<tr>
<th>Code</th>
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</tr>
</thead>
<tbody>
<tr>
<td>INB104</td>
<td>Building IT Systems</td>
</tr>
<tr>
<td></td>
<td>Choose 3 of the following units (INB122 and INB210 cannot both be taken)</td>
</tr>
<tr>
<td>INB122</td>
<td>Organisational Databases</td>
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<td>INB210</td>
<td>Databases</td>
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<td>INB270</td>
<td>Programming</td>
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<td>INB271</td>
<td>The Web</td>
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<td>INB272</td>
<td>Interaction Design</td>
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<tr>
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<td>Choose 4 of the following INB 300-level units</td>
</tr>
<tr>
<td>INB313</td>
<td>Electronic Commerce Site Development</td>
</tr>
<tr>
<td>INB322</td>
<td>Information Systems Consulting</td>
</tr>
<tr>
<td>INB340</td>
<td>Database Design</td>
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<tr>
<td>INB345</td>
<td>Mobile Devices</td>
</tr>
<tr>
<td>INB346</td>
<td>Enterprise 2.0</td>
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<td>INB347</td>
<td>Web 2.0 Applications</td>
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<tr>
<td>INB370</td>
<td>Software Development</td>
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<td>INB373</td>
<td>Web Application Development</td>
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</table>

### Public Relations

<table>
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<tr>
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<tbody>
<tr>
<td>AMB201</td>
<td>Marketing and Audience Research</td>
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<tr>
<td>AMB202</td>
<td>Integrated Marketing Communication</td>
</tr>
<tr>
<td>AMB263</td>
<td>Introduction To Public Relations</td>
</tr>
<tr>
<td>AMB264</td>
<td>Public Relations Techniques</td>
</tr>
<tr>
<td>AMB372</td>
<td>Public Relations Planning</td>
</tr>
<tr>
<td>AMB373</td>
<td>Corporate Communication</td>
</tr>
<tr>
<td>AMB374</td>
<td>Global Public Relations Cases</td>
</tr>
<tr>
<td>BSB126</td>
<td>Marketing</td>
</tr>
<tr>
<td></td>
<td>Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.</td>
</tr>
</tbody>
</table>

### Creative Industries Sub-Majors

**Art and Visual Culture (KAV)**

Instructions: Complete any six of the below units.

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>KVB102</td>
<td>Modernism</td>
</tr>
<tr>
<td>KVB103</td>
<td>Australian Art</td>
</tr>
</tbody>
</table>
### Art History, Architecture and Design (KAA)

- **KVB108** Contemporary Asian Visual Culture
- **KVB110** 2D Media and Processes
- **KVB111** 3D Media and Processes
- **KVB211** Post 1945 Art
- **KVB304** Contemporary Art Issues
- **KVB306** Video Art and Culture

**Instructions:** Complete any six of the below units.

### Communication (KCN)

- **DAB325** Architecture in the 20th Century
- **DAB420** Architecture, Culture and Space
- **DAB525** Architecture and the City
- **DEB202** Introducing Design History
- **KVB102** Modernism
- **KVB211** Post 1945 Art
- **KVB212** Australian Art, Architecture and Design
- **KVB307** Theories of Spatial Culture

**Instructions:** Complete any six of the below units.

### Computing and Health Science (KCH)

- **KCD100** 1D Media and Processes
- **KCD201** 2D Media and Processes
- **KCD301** 3D Media and Processes
- **KCD401** Post 1945 Art

**Note:** ITB001, ITB003, KKB210, KKB211 and KVB202 are permitted to count towards this sub-major.

### Creative and Professional Writing (KCW)

- **KWB101** Introduction to Creative Writing
- **KWB102** Media Writing
- **KWB103** Persuasive Writing
- **KWB104** Creative Writing: the Short Story
- **KWB106** Corporate Writing and Editing
- **KWB107** Creative Non-Fiction
- **KWB206** Youth and Children's Writing

**Note:** KWB204 is permitted to count towards this sub-major.

### Creative Industries Management (KCI)

- **BSB115** Management
- **BSB126** Marketing
- **KTB104** Performance Innovation
- **KTB207** Staging Australia
- **KTB210** Creative Industries Management
- **KTB211** Creative Industries Events and Festivals
- **KTB306** Directing for Performance Events and Festivals
- **MGB223** Entrepreneurship and Innovation

### Dance (KDN)

- **KDB105** Architecture of the Body
- **KDB106** Dance Analysis
- **KDB108** World Dance
- **KDB109** Funk, Tap and all that Jazz
- **KDB110** Deconstructing Dance in History
- **KDB204** Australian Dance

### Digital Media (KDM)

- **KPB110** The Movie, TV & New Media Business
- **KVB306** Video Art and Culture

**Instructions:** Complete any six of the below units.

- **KIB101** Visual Communication
- **KIB103** Introduction to Web Design and Development
- **KIB105** Animation and Motion Graphics
- **KMB107** Sound, Image, Text
- **KMB129** Music and Sound Production 2
- **KVB211** Post 1945 Art

**Note:** ITB001, ITB003, KKB210, KKB211 and KVB202 are permitted to count towards this sub-major.
Fashion, Art and Communication (KFA)

- **KCB203** Consumption Matters: Consumer Cultures and Identity
- **KFB103** Introduction to Fashion
- **KFB205** Fashion and Style Journalism
- **KFB206** Fashion and Modernity
- **KVB104** Photomedia and Artistic Practice
- **KVB108** Contemporary Asian Visual Culture
- **KVB212** Australian Art, Architecture and Design

Note: KFB203 is permitted to count towards this sub-major.

Indigenous Studies (KIS)

- **EDB007** Culture Studies: Indigenous Education
- **EDB038** Indigenous Australian Culture Studies
- **EDB039** Indigenous Politics and Political Culture
- **EDB040** Indigenous Knowledge: Research Ethics and Protocols
- **EDB041** Indigenous Australia: Country, Kin and Culture
- **KWB109** Writing Australia

Note: JSB352, KKB004 and KWB307 are permitted to count towards this sub-major.

Interaction Design (KIN)

- **KIB101** Visual Communication
- **KIB102** Visual Interactions
- **KIB103** Introduction to Web Design and Development
- **KIB104** Digital Media
- **KIB214** Design for Interactive Media
- **KIB230** Interface and Information Design

Note: KIB210 (24 cps) is permitted to count towards this sub-major.

Journalism (KJO)

- **KFB205** Fashion and Style Journalism
- **KJB101** Digital Journalism
- **KJB120** Newswriting
- **KJB121** Journalistic Inquiry
- **KJB224** Feature Writing
- **KJB239** Journalism Ethics and Issues
- **KJB280** International Journalism
- **KJB337** Public Affairs Reporting
- **KJB244** Feature Writing
- **KJB239** Journalism Ethics and Issues
- **KJB280** International Journalism
- **KJB337** Public Affairs Reporting

Literary and Cultural Studies (KLC)

- **KWB103** Persuasive Writing
- **KWB108** Introduction To Literary Studies
- **KWB109** Writing Australia
- **KWB206** Youth and Children's Writing
- **KWB207** Great Books: Creative Writing Classics
- **KWB208** Modern Times (Literature and Culture in the 20th Century)
- **KWB209** Shakespeare, Then and Now
- **KWB308** Wonderlands: Literature and Culture in the 19th Century
- **KWB309** Popular Fictions, Popular Culture

Music and Sound Studies (KMS)

- **KMB003** Sex Drugs Rock 'N' Roll
- **KMB004** World Music
- **KMB107** Sound, Image, Text
- **KMB119** Music and Sound Production 1
- **KMB122** Music and Sound Concepts 1
- **KMB129** Music and Sound Production 2
- **KMB301** The Music Industry

Note: KMB002, KMB007, KMB104 and KMB204 are permitted to count towards this sub-major.

Performance Studies (KTP)

- **KTB101** 20th Century Performance
- **KTB102** Process Drama
- **KTB103** Performing Skills 1: Character and Scene
- **KTB104** Performance Innovation
- **KTB106** Performing Skills 2: Style and Form
- **KTB204** Understanding Performance
- **KTB207** Staging Australia
- **KTB209** Applied Performance
Screen Studies (KSC)

Instructions: Complete any six of the below units.

KPB109 Film and TV History
KPB112 TV and Film Genres
KPB113 TV and Film Text Analysis
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB212 Australian Film and TV

Television (KTV)

KPB101 Introduction to Film, TV and New Media Production
KPB104 Film and Television Production Resource Management
KPB105 Narrative Production
KPB110 The Movie, TV & New Media Business
KPB112 TV and Film Genres
KPB303 Critical Thinking About Television

IMPORTANT

Where it allows, students can take a maximum of 8 units outside the Creative Industries Faculty (depending on the course the student is currently enrolled in). The following submajors/minors are offered through the Faculty of Business. Students may take only ONE of these as a complete submajor. For information about availability of non-Creative Industries Units, contact the Course Coordinator.

MGB324 Managing Business Growth

Note: BSB212 and AMB202 are permitted to be counted towards this sub-major if completed in 2009 or earlier.

Public Relations (KPR)

AMB201 Marketing and Audience Research
AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques
AMB372 Public Relations Planning
AMB373 Corporate Communication
BSB126 Marketing

Note: AMB261 and AMB262 are permitted to count towards this sub-major if completed in 2009 or earlier.

Creative Industries Transitions to New Professional Environments Unit Options

A maximum of 48 credit points may be taken from the following units:

KKB341 Creative Industries Internship 1
KKB342 Creative Industries Internship 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB347 Becoming A Researcher: Understandings, Skills and Practices
KKB350 Creative Industries International Study Tour

* Please note: KKB343 and KKB344 are permitted to count as Transitions to New Professional Environments Unit Options if completed in 2010 or earlier.

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting Unit Options:

* you must obey any Unit Option rules as set out in your course requirements
* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen major area.
* you must have successfully completed any pre/co-requisite units applicable
* the offering of these units is subject to sufficient student enrolment numbers and staff availability
* some units are subject to quota restrictions
* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB103 Persuasive Writing
KWB104 Creative Writing: the Short Story
KWB106 Corporate Writing and Editing
KWB107 Creative Non-Fiction
KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics
KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB210 Imagining the Americas: Contemporary American Literature and Culture
KWB308 Wonderlands: Literature and Culture in the 19th Century
KWB309 Popular Fictions, Popular Culture

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.
* KWB210 will be offered for the first time in semester 1 2012.

Dance

KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB108 World Dance
KDB109 Funk, Tap and all that Jazz
KDB110 Deconstructing Dance in History
KDB204 Australian Dance
KDB225 Music Theatre Skills

Faculty

KKB101 Creative Industries: People and Practices
KKB102 Creative Industries: Making Connections
KKB216 Graphical Development Environments for Media Interaction
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2

Fashion

KFB103 Introduction to Fashion
KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB206 Fashion and Modernity
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio
KFB209 Ragtrade: Wholesaling Fashion

Film & Television

KPB101 Introduction to Film, TV and New Media Production
KPB104 Film and Television Production Resource Management
KPB109 Film and TV History
KPB110 The Movie, TV & New Media Business
KPB112 TV and Film Genres
KPB113 TV and Film Text Analysis
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting
KPB303 Critical Thinking About Television

Please note the following unit changes:
* KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.
* KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.
* KPB104 is permitted to count as a Unit Option if completed in 2011 or earlier.

Interactive & Visual Design

KIB101 Visual Communication
KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media
KIB105 Animation and Motion Graphics
<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>KIB108</td>
<td>Animation History and Practices</td>
</tr>
<tr>
<td>KIB201</td>
<td>Concept Development for Game Design and Interactive Media</td>
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<tr>
<td>KIB202</td>
<td>Enabling Immersion</td>
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<td><strong>Journalism</strong></td>
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<td>KJB101</td>
<td>Digital Journalism</td>
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<td>KJB120</td>
<td>Newswriting</td>
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<td>Journalistic Inquiry</td>
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<td>KJB224</td>
<td>Feature Writing</td>
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<td>KJB239</td>
<td>Journalism Ethics and Issues</td>
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<tr>
<td>KJB280</td>
<td>International Journalism</td>
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<td>KJB337</td>
<td>Public Affairs Reporting</td>
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<tr>
<td></td>
<td><strong>Media &amp; Communication</strong></td>
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<tr>
<td>KCB101</td>
<td>Introduction to Media and Communication: Texts</td>
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<tr>
<td>KCB102</td>
<td>Media Myth Busting 1</td>
</tr>
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<td>KCB103</td>
<td>Strategic Speech Communication</td>
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<td>KCB104</td>
<td>Media and Communications: Industries</td>
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<td>KCB105</td>
<td>Media Myth Busting 2</td>
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<tr>
<td>KCB206</td>
<td>New Media: Internet, Self and Beyond</td>
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<td>KCB207</td>
<td>Exploring New Media Worlds</td>
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<td>KCB203</td>
<td>Consumption Matters: Consumer Cultures and Identity</td>
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<td>World Music</td>
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<td>KMB107</td>
<td>Sound, Image, Text</td>
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<td>KMB119</td>
<td>Music and Sound Production 1</td>
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<td>Music and Sound Concepts 2</td>
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<td>KMB200</td>
<td>Music Scenes and Subcultures</td>
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<tr>
<td>KMB252</td>
<td>Multi-Platform Sound Design</td>
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<td></td>
<td>* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier. KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.</td>
</tr>
<tr>
<td></td>
<td><strong>Performance Studies</strong></td>
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<tr>
<td>KRB120</td>
<td>Scenography and the Art of Technical Theatre</td>
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<tr>
<td>KRB220</td>
<td>The Scenographic Divide</td>
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<td>KTB101</td>
<td>20th Century Performance</td>
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<td>Performing Skills 1: Character and Scene</td>
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<td>Performance Innovation</td>
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<td>Performing Skills 2: Style and Form</td>
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<tr>
<td>KTB204</td>
<td>Understanding Performance</td>
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<tr>
<td>KTB207</td>
<td>Staging Australia</td>
</tr>
<tr>
<td>KTB210</td>
<td>Creative Industries Management</td>
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<tr>
<td>KTB211</td>
<td>Creative Industries Events and Festivals</td>
</tr>
<tr>
<td></td>
<td>* Please note: KSB215 is permitted to count as Unit Options if completed in 2010 or earlier. * KRB220 will be offered for the first time in 2012.</td>
</tr>
<tr>
<td></td>
<td><strong>Visual Arts</strong></td>
</tr>
<tr>
<td>KVB102</td>
<td>Modernism</td>
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<td>Australian Art</td>
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<td>KVB104</td>
<td>Photomedia and Artistic Practice</td>
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<td>KVB108</td>
<td>Contemporary Asian Visual Culture</td>
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<td>KVB110</td>
<td>2D Media and Processes</td>
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<td>KVB211</td>
<td>Post 1945 Art</td>
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<td>KVB212</td>
<td>Australian Art, Architecture and Design</td>
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<tr>
<td>KVB213</td>
<td>Graphic Investigation</td>
</tr>
<tr>
<td>KVB304</td>
<td>Contemporary Art Issues</td>
</tr>
<tr>
<td>KVB306</td>
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<td>* NOTE: Students taking the Corrective Services pathway select one of these units or any other corrective services introductory unit approved by the Course Coordinator</td>
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AMB201 MARKETING AND AUDIENCE RESEARCH
This unit provides an introduction to the conduct and evaluation of marketing and audience research across the disciplines of advertising, marketing and public relations. Class members explore how field studies, survey and experimental research are employed to support advertising, marketing and public relations information needs. The unit provides an overview of research process, research design, methods of data collection and analysis, and the development of research proposals to support decision-making. Class members also explore issues related to research on media audiences, research ethics, and the management of client briefings.

Prerequisites: BSB126, CTB126, BSB116, or BSB117
Antirequisites: MIB305, MGB220, COB334
Equivalents: AMX201, CTB201
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point and Caboolture
Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

AMB202 INTEGRATED MARKETING COMMUNICATION
In past decades many organisations separated the different forms of marketing communication that convey their corporate and marketing messages. They developed separate plans for their advertising, public relations, direct marketing, personal selling and sales promotion with separate goals, objectives, strategies and budgets. Today many companies recognise the concept of integrated marketing communication which integrates these different functions along with other aspects of the marketing mix that communicate with stakeholders and customers. Integrated marketing communication requires a ‘total’ approach to planning marketing communication programs and coordinating communication strategies in support of overall brand and product/service marketing objectives.

Prerequisites: BSB126 or CTB126 or BSB116 or BSB117
Antirequisites: COB207, MIB309
Equivalents: AMX202
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point and Caboolture
Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB200 CONSUMER BEHAVIOUR
This unit provides students with the fundamental theories and models to develop a sound understanding of consumers, their needs, and behaviours. It provides a detailed examination of the consumer decision process and the internal and external influences on this core decision process. The unit also assists students in applying this knowledge to the development, implementation and evaluation of marketing activities within an organisation.

Prerequisites: BSB126 or CTB126 or BSB116 or BSB117
Antirequisites: MIB204
Equivalents: AMX200, CTB200
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

UNIT SYNOPSIS

AMBI00 CONSUMER BEHAVIOUR
This unit provides students with the fundamental theories and models to develop a sound understanding of consumers, their needs, and behaviours. It provides a detailed examination of the consumer decision process and the internal and external influences on this core decision process. The unit also assists students in applying this knowledge to the development, implementation and evaluation of marketing activities within an organisation.

Prerequisites: BSB126 or CTB126 or BSB116 or BSB117
Antirequisites: MIB204
Equivalents: AMX200, CTB200
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

AMBI00 ENTERTAINMENT MARKETING
The entertainment industry is the second largest in the world, worth nearly US$2 Trillion and offers great opportunities. However the marketing of entertainment provides some unique challenges to the application of marketing tools. Students will complete a marketing case study that will clearly demonstrate to potential employers that students have the necessary skills and abilities to work in an entry-level position/analytical role within a marketing department in the entertainment or arts field.

Prerequisites: BSB126 or CTB126
Credit points: 12
Campus: Gardens Point
Teaching period: 2011 SEM-2
AMB208 EVENTS MARKETING
Events have become significant strategic marketing tools for positioning products/services, industries, destinations and community interests at the local, national and global levels. The unit initially explores various types, roles and objectives of events and the profile and motives of event markets and stakeholders. Key topics include: processes of attracting or developing the event experience including bidding processes; partnership creation with sponsors, media and community; venue selection and design relative to market/stakeholder needs; ticketing/pricing or access management and imaging the event from an integrated marketing communication perspective. Local and international cases are used.
Prerequisites: BSB126 or CTB126 Antirequisites: MIB319
Equivalents: AMB354
Credit points: 12
Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB220 ADVERTISING THEORY AND PRACTICE
This unit serves as an introduction to later units in the advertising major and gives learners an overview of the advertising industry and the management of the advertising function. The unit traverses the interrelationship of the institutions of advertising, the advertisers, the advertising agencies and the media. It introduces research and details methods of determining advertising objectives, budgets, establishing target audiences, interpreting audience ratings and circulation figures, and enables learners to gain a preliminary understanding of the creative functions of the advertising industry. It also shows the ethical and legal side of advertising and its important role in society and the economy.
Prerequisites: BSB126, CTB126, BSB116, or BSB117
Antirequisites: COB308
Equivalents: AMX220
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB230 DIGITAL PROMOTIONS
This subject addresses an important area of business activity and explores the way in which the Internet is changing marketing practice. The foundations of promotion are examined and applied online. The nature, history, and social implications of the Internet are explored. The promotional mix is analysed with a strong focus on developing successfully integrated web sites for organisations. Learners will develop skills in strategic planning, creative strategy, design, web development as it relates to advertising and promotion, research, and campaign evaluation. Learners will gain important skills in the planning, developing and marketing of websites.
Prerequisites: BSB126, CTB126, or BSB112
Antirequisites: COB218
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB240 MARKETING PLANNING AND MANAGEMENT
This unit extends the student's knowledge of the fundamental marketing concepts and theories introduced in the Faculty Core unit in Marketing, by adding further breadth and depth of knowledge of marketing and developing skills in the application of this knowledge to marketing planning and management within the business environment. Emphasis is on the role of the marketing manager at the product management level in undertaking analysis, planning, implementation and control of marketing activities.
Prerequisites: BSB126 or CTB126
Equivalents: AMX240, CTB240
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point and Caboolture
Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB251 INNOVATION AND BRAND MANAGEMENT
This unit covers the dynamics of product and service innovation within the marketing function of an organisation. Products are defined in the broadest sense as both tangible and intangible and include the various categories of consumer and industrial products and services. The course covers product market analysis, the product/service development process, design, innovation, research and testing, new product financial analysis, branding and packaging, and new product commercialisation.
Prerequisites: BSB126, BSB116, or CTB126
Antirequisites: MIB227
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point  Teaching period: 2011 SEM-2

AMB261 MEDIA RELATIONS AND PUBLICITY
This unit will reflect the strong emphasis within public relations practice of media relations. It will introduce students to the theory of media effects and the role of mass media in public opinion formation and how these concepts contribute to campaign planning. It will also provide students with practical instruction in the development of media tools including media releases, media kits and media plans, and the use of publicity events in campaigns. New/interactive media will also be addressed.
Prerequisite(s): AMB260
Contact hours: 3 per week
Campus: Gardens Point  Incompatible with: COB329

AMB263 INTRODUCTION TO PUBLIC RELATIONS
This unit introduces students to the theory and practice of public relations, the discipline that deals with the creation, maintenance, and enhancement of relationships between organisations and their publics. Topics covered include publicity, events, and public opinion. This unit may be taken concurrently with AMB264 Public Relations Techniques especially by students undertaking a public relations major. However, it may also be taken by those students doing a public relations minor, or as a stand alone unit by those
students in a wide variety of study disciplines who wish to understand more about this important area of business.  
**Prerequisites:** BSB126, CTB126, BSB116, or BSB117  
**Equivalents:** AMB260, AMX263  
**Credit points:** 12  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2  

**AMB264 PUBLIC RELATIONS TECHNIQUES**  
This unit offers an introduction to the main tactics and techniques used in public relations. Topics covered include the development of message strategies as well as a specialised focus on the production of examples of a variety of written public relations genres such as brochures, speeches, and media releases. This unit may be taken concurrently with AMB263 Introduction to Public Relations especially by students undertaking a public relations major. However, it may also be taken by those students doing a public relations minor, or as a stand alone unit by those students in a wide variety of study disciplines who wish to improve and enhance their communication skills.  
**Prerequisites:** BSB126, CTB126, BSB116, or BSB117  
**Antirequisites:** AMB261, AMB262  
**Equivalents:** AMX264  
**Credit points:** 12  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2  

**AMB318 ADVERTISING COPYWRITING**  
There are two parts to any copywriting process the thinking and the writing. In the first part, students learn to solve advertising problems through an understanding of the prospect and the product and the formulation of incisive creative strategy. In the second part, creative thinking techniques are applied and advertising concepts emerge from the creative strategy. Students’ thinking and writing skills are refined in weekly workshops and culminate in a group project.  
**Prerequisites:** AMB220 or COB308  
**Equivalents:** AMB221, AMX318  
**Credit points:** 12  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2  

**AMB319 MEDIA PLANNING**  
This unit introduces the qualitative and quantitative factors affecting media selection and use by advertisers. It covers the costing and scheduling of media, marketing, measuring media exposure, media comparisons and trends. In-depth analysis of advertising media will allow learners to develop an understanding of the characteristics of each. The application of the concepts of media decision making, media strategy and research to the development of a media plan are emphasised.  
**Prerequisites:** AMB220  
**Equivalents:** AMB222, AMX319  
**Credit points:** 12  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2  

**AMB320 ADVERTISING MANAGEMENT**  
This unit takes the perspective of the Advertising Manager and addresses the use of research in developing, implementing, managing, and assessing a successful advertising campaign. In Advertising Management, learners use the case method of learning to examine the advertising process from its place in the marketing mix to the formulation of objectives, strategy and budget to the development of creative and media tactics and their ongoing evaluation. In addition, issues that impinge upon the advertising campaign management process such as legal and ethical issues, globalisation and the client-agency relationship are discussed.  
**Prerequisites:** (AMB318 or AMB221) and (AMB319 or AMB222)  
**Equivalents:** AMX320  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2  

**AMB330 ADVERTISING PLANNING PORTFOLIO**  
This advanced unit builds on the theoretical perspectives and applied skills introduced to students in copywriting, media and advertising management. It explores important issues such as the contribution of research to the creation of advertising; the hierarchical development of strategy from marketing and IMC strategy through to advertising, media and creative strategy; the role of the strategic planner in advertising; the use of planning to deliver more effective advertising solutions. Using problem-based learning, students establish benchmarks to evaluate advertising, develop advertising briefs and devise strategies for on-time and on-budget process management.  
**Prerequisites:** AMB318 or AMB221, and AMB319 or AMB222  
**Equivalents:** AMX330  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2  

**AMB331 DIRECT MARKETING**  
The discipline of Direct Marketing has grown in importance because of its precise targeting, easy accountability, its foundations role in Integrated Marketing Communication (IMC), and its increasing share of the marketing communication budget. This unit focuses on the principles of direct marketing and the role of the database in locating prospects, tracking customers, and building relationships. It examines the components of direct marketing telemarketing, personal selling, and direct response advertising. As the main communication discipline of direct marketing, the emphasis is on direct response advertising. Students analyse the offer planning, strategy, creative, media, testing, and evaluation of direct marketing campaigns.  
**Prerequisites:** AMB202, AMB220, AMB240, CTB240, or AMB249  
**Antirequisites:** COB315  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2
AMB335 E-MARKETING STRATEGIES
E-Business and mobile commerce technologies have emerged as defining technologies for companies in the 21st century. This unit focuses on e-marketing applications and strategies and the marketer’s role in developing solutions that integrate new and old economies. Drawing on their knowledge of marketing principles, students will examine the diverse applications of technology in product and service design; product distribution/service delivery and logistics; promotional strategies and other marketing components. The unit also explores the role of emerging electronic models and the use of e-marketing strategies to achieve global competitive advantage.

Prerequisites: AMB240 or CTB240, and AMB201 or CTB201
Equivalents: AMB241, AMX335
Credit points: 12
Campus: Gardens Point and Caboolture
Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB336 INTERNATIONAL MARKETING
The aim of this unit is to provide students with a thorough understanding of the multiplicity of issues that impact on the development of international marketing strategies and plans and their operational implementation. The unit is highly applied and provides students with the following opportunities: to analyse global international firms, their marketing strategies and various international marketing issues in a variety of geographic and industry contexts; to evaluate methodologies and new practices for handling problems and issues typical of global and international markets and competition; to develop an operationally sound international marketing plan.

Prerequisites: AMB240, CTB240, AMB210, or IBB210
Equivalents: AMX336, IBB213
Credit points: 12
Campus: Gardens Point and Caboolture
Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

AMB340 SERVICES MARKETING
This unit explores the special characteristics of services that distinguish the marketing of services from goods. Topics include: the distinctive aspects of consumer decision-making relative to services and the implications for marketing strategy formation; the management of demand and supply; customer services and its influence on service satisfaction; service quality management and measurement; internationalisation of the service sector and distribution modes for services that reflect the significant impacts of new technologies on service delivery.

Prerequisites: AMB240 or CTB240, and AMB201 or CTB201
Antirequisites: MIB311
Equivalents: AMX340, CTB340
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point and Caboolture
Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB350 SALES AND CUSTOMER RELATIONSHIP MANAGEMENT
Theories related to marketing exchange and the concepts of consumer transactions and relationships and their relative importance in different marketing contexts are examined. The growth of customer relationship management including the transition of consumers along the transaction-relationship continuum and the development of accompanying marketing strategies is highlighted. A discussion of the relative emphasis on transactions and/or relationships in interfacing with the market provides a platform for examining sales management including, personal selling principles and ethics, the setting of sales objectives, selling logistics, account and territory management, sales force planning, recruitment and motivation and evaluation of sales performance.

Prerequisites: AMB240, CTB240, AMB202, COB207, MIB217, or AMB249
Antirequisites: MIB230
Equivalents: AMX350
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-1

AMB372 PUBLIC RELATIONS PLANNING
This unit introduces students to the public relations planning process. Students build skills in planning by analysing the components, execution and evaluation of contemporary public relations campaigns. The public relations planning process, partnered with theoretical concepts and ethical considerations, is examined across practice contexts and areas.

Prerequisites: ((AMB263 or AMB260) and AMB264)) or (AMB261 and AMB262)
Equivalents: AMX372
Credit points: 12
Campus: Gardens Point
Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB373 CORPORATE COMMUNICATION
Corporate Communication provides students with the opportunity to build on and apply their understanding of public relations to an in-house corporate role. Students gain an overview of an organisation relevant to the practice of public relations at a senior level in organisations by investigating internal communication processes, corporate reputation, corporate social responsibility, organisational culture and change and issues and crisis management.

Prerequisites: (AMB263 or AMB260 and AMB264) or (AMB261 and AMB262)
Equivalents: AMX360, AMX373
Credit points: 12
Campus: Gardens Point
Teaching period: 2011 SEM-1 and 2011 SEM-2

AMB374 GLOBAL PUBLIC RELATIONS CASES
Global Public Relations Cases will apply the theoretical underpinnings of generic practice to specialist areas. Exposure to real-world global situations and public relations responses will improve students' familiarity with the public relations discipline's practice and strengthen students'
decision-making and critical thinking skills.

**Prerequisites:** AMB372, AMB261, or AMB262

**Equivalents:** AMB370, AMX374

**Credit points:** 12

**Campus:** Gardens Point

**Teaching period:** 2011 SEM-1 and 2011 SEM-2

BSB115 MANAGEMENT

The unit provides an introduction to the theories and practice of management and organisations. Emphasis is on the conceptual and people skills that are needed in all areas of management and in all areas of organisational life. The unit acknowledges that organisations exist in an increasingly international environment where the emphasis will be on knowledge, the ability to learn, to change and to innovate. Organisations are viewed from individual, group, corporate and external environmental perspectives.

**Antirequisites:** BSD115

**Equivalents:** BSX115, CTB115

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point and Caboolture

**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM-1

BSB126 MARKETING

This introductory subject examines the role and importance of marketing to the contemporary organisation. Emphasis is placed on understanding the basic principles and practices of marketing such as the marketing concept, market segmentation, management information systems and consumer behaviour. The unit explores the various elements of the marketing mix, with special reference to product, price, distribution, and promotion, including advertising and public relations. By way of introduction only, key issues relating to services marketing, e-marketing and strategic marketing are also canvassed.

**Antirequisites:** BSB116, BSB126

**Equivalents:** BSX126, CTB126

**Credit points:** 12

**Contact hours:** 4 per week

**Campus:** Gardens Point and Caboolture

**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM-1

DAB325 ARCHITECTURE IN THE 20TH CENTURY

Designers in any discipline should possess the ability to appreciate the history of art, design and architecture. In addition, they should be able to analyse developments in design history from multiple perspectives. This unit is a survey course of the history and theory of architecture from the beginning of the 20th century to the present. Teaching and learning takes place through three forms of structured activity: lectures, tutorials, and online.

**Assumed knowledge:** DAB220 is assumed knowledge.

**Equivalents:** ADB011

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point

**Teaching period:** 2011 SEM-1

DAB420 ARCHITECTURE, CULTURE AND SPACE

Architecture is arguably a measure of a community's cultural mores; it reflects the attitudes, values and beliefs of its place, time and makers. This unit aims to promote awareness of how architecture is both a product and an emblem of socio-cultural conditions. In particular it explores the interdependency between how architecture is conceived and made, and the way people structure their worldview and organise their institutions in a range of cultural contexts and settings.

**Assumed knowledge:** DAB220 is assumed knowledge.

**Credit points:** 12

**Contact hours:** 4 per week

**Campus:** Gardens Point

**Teaching period:** 2011 SEM-2

DEB202 INTRODUCING DESIGN HISTORY

This unit encompasses a broad survey of the history of design from the civilizations of antiquity to the opening of the 20th century – including architecture, industrial design, interior design and landscape architecture. It is a first year foundation unit and serves as preparation for more detailed and specialized studies in history and theory in subsequent years. Key designs, ideas and artefacts and the aesthetic, environmental, technological, socio-cultural and political factors that related to their production will be analysed.

**Equivalents:** ADB931, DEB102

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point

**Teaching period:** 2011 SEM-1

EDB007 CULTURE STUDIES: INDIGENOUS EDUCATION

Numerous government reports and recent discussions about reconciliation have called for an increased commitment to Indigenous education in Australia. Teachers are increasingly being asked to improve their skill, knowledge and understanding to teach Indigenous students, and to teach curricula which incorporates Indigenous viewpoints on social, cultural and historical matters. This unit begins with an analysis of the students' own cultural place in the Australian context and afterwards moves towards an understanding of Aboriginal and Torres Strait Islander perspectives on history and contemporary issues, and an understanding of why Aboriginal and Torres Strait Islander students have been so disadvantaged by the Australian education system.

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Internet, Kelvin Grove and Caboolture

**Teaching period:** 2011 6TP4 and 2011 SEM-2
EDB038 INDIGENOUS AUSTRALIAN CULTURE STUDIES
This unit encourages an appreciation of the two distinct indigenous cultures of Australia and how external forces to Aboriginal and Torres Strait Islander cultures caused social, economic and political changes. It looks at traditional family life and organisation.
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1

EDB039 INDIGENOUS POLITICS AND POLITICAL CULTURE
This unit examines issues and influences underlying the world of indigenous politics: political representation; land rights; health; education; community development; criminal justice; culture and heritage. This unit has an Australian focus with New Zealand and North American comparisons.
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-2

EDB040 INDIGENOUS KNOWLEDGE: RESEARCH ETHICS AND PROTOCOLS
This unit provides students with a critical examination of the major ethical and moral issues arising from the designing and conducting of research 'on/in' Australian Indigenous people/communities or issues. The unit examines the calls by Indigenous researchers for the decolonising of research methods - a process which critically examines the historical and philosophical bases of Western research and the frustrations of Indigenous researchers with various Western paradigms, academic traditions and methodologies.
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1 and 2011 SEM-2

EDB041 INDIGENOUS AUSTRALIA: COUNTRY, KIN AND CULTURE
This unit aims to expand understanding of issues of importance to Indigenous people and to relate those issues to the practices in human service agencies. The Oodgeroo staff and leaders from the Indigenous community will work with staff from Social Work and Human Services in presenting this unit.

INB104 BUILDING IT SYSTEMS
Today's modern integrated technology is built on IT systems which run in a range of contexts (e.g. mobile computing, robotics, and web-based systems) using a range of technological solutions such as programming and scripting, databases, web development and network programming. This unit is an integrated introduction to information technology designed to engage, inspire and inform and will demonstrate the important role that technical system design and development plays in achieving robust operation of a large variety of technological solutions. This unit will give you substantial hands-on, practical learning experiences and will motivate you through engagement in the creative, explorative and meaningful development of technological artefacts that operate in real world contexts.
Antirequisites: INN181    Equivalents: ITB751, ITN751    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2011 SEM-1 and 2011 SEM-2

INB180 COMPUTER GAMES STUDIES
This unit is designed to give you a clear understanding of the socio-cultural issues that affect the computer game industry. Through critical review of games and games industry literature, playing games and actively participating in classroom discussion you will develop your capacity to join in the discourse about the design, impact and future direction of computer games in our society.
Antirequisites: INN180, ITB750    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2011 SEM-1

INB181 INTRODUCTION TO GAMES PRODUCTION
This subject will provide you with knowledge and skills in games production. By gaining an overview of the production process, you will learn how the technology and the people involved integrate into a coherent and efficient manufacturing process. By the end of this subject you will have the knowledge to conceive, create, integrate and optimise tools and personnel into a complete games production system.
Antirequisites: INN181    Equivalents: ITB751, ITN751    Credit points: 12    Contact hours: 3 per week    Campus:
INB210 DATABASES
Databases and database systems are essential items that support many aspects of everyday life in modern society. All graduates from a course in Information Technology will be expected by employers to understand the concepts and terminology of databases. The aim of this unit is to introduce you to the structure and role of databases in modern organisations.

Prerequisites: INB103 or INB181
Equivalents: ITB254
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INB270 PROGRAMMING
This unit aims to give you a positive introduction to the skills required in solving computational problems and implementing solutions in a programming or scripting language. Although some theoretical aspects of computer programming are introduced briefly, the overall emphasis of the unit is programming practice. The unit emphasises generic programming concepts and related problem-solving strategies. The skills you learn in this unit will be applicable to a wide variety of commonly-used, industrially-significant programming and scripting languages.

Prerequisites: INB104 or ENB246
Antirequisites: INN210
Equivalents: ITB004
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INB272 INTERACTION DESIGN
The aim of this unit is to provide you with an understanding of the theory, practices and challenges associated with the development of creative interactive design and human computer interaction.

Prerequisites: INB103 or INB181
Equivalents: ITB254
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INB280 FUNDAMENTALS OF GAME DESIGN
Modern games production is a complex process involving various businesses and organisations, working with budgets in the tens of millions. One of the roles within a game production team is that of the game designer. It is crucial that a game designer understands how to create a game world, the rules that govern game play and other high level design tasks. This subject provides an introduction to game design, by starting with high level conceptual design tasks before moving to more concrete tasks.

Prerequisites: INB180
Equivalents: ITB016, ITN016
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INB281 ADVANCED GAME DESIGN
This unit will provide you with theoretical and practical knowledge of advanced games design concepts; that is, specific activities undertaken by game designers and their purpose. By the end of this unit you will have the knowledge to identify problems and suggest solutions for innovative game designs, as well as understand how to carry out the process of designing a game yourself. You will possess practical and theoretical knowledge of game design issues such as: how to design a game level, how to design a task and reward a player for completing it, how to ensure that the player knows how to progress through the game and how to design characters whose behaviour and dialogue provide clues and prompts to the player.

Prerequisites: INB280
Equivalents: ITB017
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INB313 ELECTRONIC COMMERCE SITE DEVELOPMENT
This unit will enable you to specify, design, implement and maintain effective e-commerce applications. You will obtain a broad understanding of the potential of e-commerce and how it can be employed to benefit an organisation. You will get direct experience of creating an e-commerce storefront following a business to business (B to B) or business to consumer (B to C) model. You will also have an understanding of the computer systems that underpin e-
commerce including payment systems and secure transactions.

**Equivalents:** ITB260  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-2

**INB322 INFORMATION SYSTEMS CONSULTING**
The aim of the unit is to develop your skills in the consulting engagement process. This unit will give you an appreciation of the management of consulting practices and an understanding of the consulting sector generally. This unit presents the tactical and strategic issues involved in management consulting, and in particular: client engagement. In the unit there is an emphasis on Information Systems (IS) related work. IS constitutes a substantial portion of consulting activity and cuts across all areas of business expertise. The unit examines the dynamics of IS consulting within the context of large consulting firms and familiarises students with the consulting engagement lifecycle.

**Antirequisites:** ITB264, ITN264  **Assumed knowledge:** Completion of 96 credit points of an Undergraduate study is assumed knowledge  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INB340 DATABASE DESIGN**
The aim of this unit is to help you develop your knowledge, understand a formal specification tool (ORM) for modelling information systems unambiguously and to apply this formal technique to conceptualise information systems found in many real world application domains.

**Prerequisites:** INB210 or ITB004  **Antirequisites:** ITB229  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INB346 ENTERPRISE 2.0**
Web technologies and applications are reshaping contemporary organisations. By 2009 it has been predicted that more than 80% of organisations will have blogs and more than 50% of organisations will have wikis as part of their business solutions and strategies. Furthermore, with the advent of Cloud Computing, many companies are outsourcing key business functions to external web applications. The successful contemporary organisation requires expertise in not just business and management practice but in the critical design, use and consequences of new and emerging technologies. This unit will explore the ways in which IT has impacted on how organisations design and deliver activities and services internally and externally. The aim of this unit is to provide you with an understanding of how web 2.0 is changing the way contemporary organisations function.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-2

**INB347 WEB 2.0 APPLICATIONS**
Web 2.0 applications enable the user to be control. The unit will provide the opportunity for students to explore web 2.0 applications including blogs, wikis, social networking, social tagging, podcasts, gaming, storytelling and virtual worlds such as second life. Students will critically consider the many and varied web applications and how they can be used in different contexts such as government, small and medium size businesses, non-profit organisations, educational institutions and community groups.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INB370 SOFTWARE DEVELOPMENT**
Understanding software development is an integral part of the IT industry for software engineers.? Software development relies on object technologies, programming techniques and numerous code libraries provided by language developers and third party vendors.? Integrated Development Environments, unit testing frameworks, automated and continuous build tools and versioning systems are all becoming part of the tool set modern software developers must be familiar with.? This unit is designed to introduce these technologies and techniques to show how software can be rapidly developed.

**Prerequisites:** INB270 or ITB003  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INB373 WEB APPLICATION DEVELOPMENT**
This unit will provide you with an understanding of the issues, structure and technologies used for developing web-based systems. The unit will provide you with the theoretical
and practical skills needed to develop enterprise critical applications designed with an n-tier architecture using state of the art technologies. A comparative technology approach is taken, including an analysis of how web technologies have evolved to date, in order to identify common themes and to better enable you to comprehend and critically evaluate future web technology offerings.

Prerequisites: INB271 or ITB007  Antirequisites: INN271, INN373  Equivalents: ITB716 and ITN716  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KCB101 INTRODUCTION TO MEDIA AND COMMUNICATION: TEXTS
This unit introduces you to foundational ideas in the study of communication. It covers key questions of textual analysis, practice, and context. Drawing extensively on examples of popular communication practice from contemporary society, the unit aims to impart an understanding of communication ecologies, processes, systems, and modes within the wider frame of radical changes occurring to the way texts are produced, read and circulated within our culture.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1 and 2011 SEM-2

KCB102 MEDIA MYTH BUSTING 1
This unit explores a variety of key myths, controversies and debates surrounding the relationship between media and society. It investigates the historical foundations, cultural context and factual accuracy of a series of 'common sense' arguments regarding how different kinds of media have or have not affected the way our society functions.
Equivalents: KCB140  Credit points: 12  Contact hours: 2.5 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KCB103 STRATEGIC SPEECH COMMUNICATION
This unit emphasises both the theory and practice of speech and interpersonal communication. It introduces theories of language, rhetoric and persuasion, which are interrelated to promote understanding and development of your communication skills. Classroom practice in simulated work situations will enhance the leadership skills you need to become articulate presenters in a range of contexts including personal presentations and interviews.
Equivalents: KCB213  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove and Caboolture  Teaching period: 2011 SEM-1 and 2011 SEM-2

KCB104 MEDIA AND COMMUNICATIONS: INDUSTRIES
A contemporary understanding of the cultural and economic significance of media and communication industries is a vital foundation for scholarship and professional practice in the media and communications industries. This unit surveys the political economies of print and electronic media industries, as well as advertising and public relations. It considers the impact of regulation on these industries and explores convergence and globalisation as frameworks for understanding change. You will be supported to develop your own strategy for maintaining current awareness of media and communication industries in the process of evaluating current public and policy debates.
Equivalents: KCB150  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KCB105 MEDIA MYTH BUSTING 2
The research process (define problem, collect relevant information, analyse information, formulate conclusions/outcomes) underlies many decisions that confront media and communication professionals. This subject introduces foundational research skills and contextualises them with a number of media and communication problems. The unit will involve qualitative and quantitative research methods including content analysis, focus groups, ethnography, interviews and survey research which are studied in the context of media and communication problems and issues. You will carry out research using some of these methods, analyse the results and present your conclusions and recommendations.
Equivalents: KCB334  Credit points: 12  Contact hours: 3 per week, plus several lectures during semester  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KCB203 CONSUMPTION MATTERS: CONSUMER CULTURES AND IDENTITY
A knowledge of and ability to research consumer cultures is essential to those working in the Creative Industries: it is crucial to understand the ways in which consumption actively shapes not only media and production industries, but also the value and meanings of products themselves. This unit requires you to synthesise and apply concepts and methodologies that you have learned in earlier units. This unit focuses on developing in you a broader understanding of media, communication, and production through the lens of consumer cultures. The knowledge that you gain in this unit will inform your future professional, academic, and creative practices.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KCB206 NEW MEDIA: INTERNET, SELF AND BEYOND
The number of individuals in contemporary societies who use new media technologies to shape, (re)form and sustain their identities is on the rise. From social networking sites like FaceBook and blogs to YouTube, this unit takes you through the critical enquiry of your use of new media in five
aspects of everyday life: entertainment, socialisation, information, education and business, health and well-being, and beliefs and politics. This unit also introduces them to theories, issues and deliberations surrounding new media. **Assumed knowledge:** KKB101, KKB102, and advanced academic writing, research and referencing skills in offline and online contexts. **Equivalents:** KCB201, KCB295

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KCB207 EXPLORING NEW MEDIA WORLDS**

This unit expands and builds on the connections made between new media and everyday life for the individual in KCB206 to include the relationships between individuals and communities that are afforded, extended, amplified and intensified as well as attenuated by new media technologies and practices. It accomplishes this through an exploration of contemporary worlds—the world of connections; the world of play; the world of commerce and the world of politics—with new media lenses.

Alongside the concepts underlying these explorations, you will also examine, confront and challenge the notion of the boundaries surrounding new media such as the limits of embodiment, nation-states and their infrastructures of laws and economics. The knowledge you gain and processes you learn in this unit will add to your professional, academic and creative development.

**Antirequisites:** KCP408  **Assumed knowledge:** KCB206 is assumed knowledge. **Equivalents:** KCB202, KCB336

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KCB301 MEDIA AUDIENCES**

This unit provides you with a conceptual understanding of media audiences within industry and academic contexts. In addition, the unit introduces you to a range of practical skills that may be applied when undertaking audience research. A knowledge of and ability to research audiences is essential to a detailed and comprehensive understanding of the media. The ability to undertake quantitative and qualitative research into various audience groupings, the use of associated analytical tools and the ability to critically analyse academic and industry based audience research are important skills for undertaking both postgraduate research in Media & Communication and those seeking employment in media industries.

**Assumed knowledge:** Introductory understanding of the relationship between media texts, institutions and society, media or market research, quantitative and qualitative research design, basic statistical analysis skills, and qualitative research methods  **Equivalents:** KCB349

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KCB302 POLITICAL COMMUNICATION**

This unit provides an overview of the theory and professional practices of political and parliamentary communication especially through the media and communications industries. The unit examines contemporary and historical political campaigns in Australia and internationally from the perspectives of media influence, strategic image and issue management, rhetorical models, and persuasion theory. The unit also considers how professional campaign consultants plan and develop political campaigns.

**Equivalents:** KCB311  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KCB304 DESIGNING COMMUNICATION RESOURCES**

Controlled media resources (such as brochures, booklets, information kits, promotional materials, and web sites) are common tools used during communication campaigns. This unit develops your abilities to devise effective resources for clients. You will develop critical and practical skills in evaluating resources, managing projects, researching the audience, writing and designing resources, testing your work, and seeing the product through to final production. The unit involves desktop publishing training, and offers you the opportunity to develop a print or electronic resource for a client.

**Prerequisites:** Completion of 72 credit points of study  **Equivalents:** KCB335  **Credit points:** 12  **Contact hours:** 5.5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KDB103 DANCE TECHNIQUE STUDIES 1**

This unit involves practical dance classes as on-going action research.

**Assumed knowledge:** Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

**Equivalents:** KDB180  **Credit points:** 12  **Contact hours:** BCI: 9 per week; BFA: 13.5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KDB104 DANCE TECHNIQUE STUDIES 2**

This unit involves practical dance classes as on-going action research.

**Prerequisites:** KDB103 or KDB180  **Assumed knowledge:** Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

**Equivalents:** KDB181  **Credit points:** 12  **Contact hours:** BCI: 8 per week; BFA: 13.5
KDB105 ARCHITECTURE OF THE BODY
This unit focuses on experiential awareness of the body, including an introduction to a working knowledge of anatomy, kinesiology and the movement potential of the body, both in theory and practice.

Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

Credit points: 12  Contact hours: 2.5 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KDB110 DECONSTRUCTING DANCE IN HISTORY
This unit includes a study of various international historical and contemporary contexts of dance as art. It focuses on romanticism, classicism, modernism and postmodernism.

Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

Credit points: 12  Contact hours: 5 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KDB106 DANCE ANALYSIS
This unit includes a study of the analysis of dance through a concentration on the dance as text and a study of various international historical and contemporary works.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KDB107 CHOREOGRAPHIC STUDIES 1
This unit introduces crafting skills and choreographic devices used in process of making dance work. It includes the presentation of group work.

Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KDB111 DANCE IN EDUCATION
This unit includes a study of the analysis of dance through a concentration on the dance as text and a study of various international historical and contemporary works.

Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KDB108 WORLD DANCE
This unit includes exposure to a range of culturally specific dance styles through practical workshops and a theory component providing contextual background to the styles taught.

Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

Credit points: 12  Contact hours: 4 per week  BCI: 4 per week  BFA: 2 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KDB109 FUNK, TAP AND ALL THAT JAZZ
American and Western European popular and music theatre dances from the late 1900s to the present form the content base of this unit, drawing on three of the following styles: funk, tap, jazz and/or hip-hop. Dance technique and style pertinent to each dance form is taught in the practical classes, while in the theory component of the unit this content is interrogated through historical and cultural perspectives.

Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KFB103 INTRODUCTION TO FASHION
This unit provides an introduction to some of the complexities of the fashion system and is intended to provide a base for students wishing to pursue the subject of fashion as a major, sub-major or minor.

Credit points: 12  Contact hours: 2.5 per week  Campus: Kelvin Grove
KFB106 UNSPEAKABLE BEAUTY: A HISTORY OF FASHION AND STYLE
Fashion has been a defining feature of Western culture for over 500 years. Contemporary fashion regularly revisits earlier approaches to dressing the body. This unit studies key figures in the history of fashionable dress who defined the standards of beauty for their time. It provides students with a basis for understanding fashion as a significant form of visual culture as well as providing a vital sense of history.
Credit points: 12  Contact hours: 2.5 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KFB107 DRAWING FOR FASHION
This unit concentrates on developing core skills and knowledge of drawing to provide an important foundation for existing and evolving modes for constructing and presenting fashion proposals.
Credit points: 12  Contact hours: 5 per week  Campus: Kelvin Grove and Caboolture  Teaching period: 2011 SEM-1 and 2011 SEM-2

KFB205 FASHION AND STYLE JOURNALISM
This unit maps the scope and practice of fashion and style journalism in Australia and internationally. It will allow you to develop the skills necessary to conceptualise and produce fashion and style editorial content in a variety of styles and contexts.
Prerequisites: KFB103 or KJB224 (KJB224 can be enrolled in the same teaching period)  Assumed knowledge: It is strongly recommended that prior to undertaking this unit students complete both KFB103 and KJB224.  Equivalents: KJB339  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KFB206 FASHION AND MODERNITY
In this unit students will examine the development of modern fashion. They will study the influence of various factors that affect changes in fashion, including major designers.
Equivalents: KFB105, KFB408  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KFB207 CONTEMPORARY FASHION
Fashion is a vital dimension to contemporary culture; it is art and industry, idea, image and product. In its truest sense all Fashion is Contemporary fashion. This unit draws on ideas developed in Introduction to Fashion to provide a context for the shifting terrain of contemporary fashion. The unit addresses content such as key developments in fashion since 1970, significant International and Australian contemporary designers and current trends in the consumption, production and presentation of fashion.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KFB208 FASHION PORTFOLIO
In the fashion design and associated industries digital illustration/graphic and presentation skills are increasingly necessary to present creative and professional work. Through the use of technology, fashion and textile designers, illustrators and photographers can present and enhance their applied creativity by augmenting traditional design skills with a range of digital processes. This unit introduces the learner to this knowledge and to the processes and practices that will enable the student to develop a concept driven fashion portfolio.
Equivalents: KFB202, KFB201  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1 and 2011 SEM-2

KFB209 RAGTRADE: WHOLESALING FASHION
This unit focuses on the logistics and skills required in the industry, for the distribution and selling end of the fashion cycle. It will develop your understanding of the importance of international and national wholesale selling or order taking, through to fashion companies going direct to the final consumer.
The unit seeks to bring together the professional, creative and real world opportunities available in fashion industry selling strategies, with the business planning and sustainability strategies required for profitability. You will acquire skills and knowledge that will support and enhance your understanding of current and future trends in fashion business planning, entrepreneurial acumen and sales logistics, through practical application of the practices and strategies researched.
Prerequisites: KFB103  Assumed knowledge: Completion of 72 credit points of study is assumed knowledge  Equivalents: KFB201  Credit points: 12  Contact hours: 3.5 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KFB304 FASHION, LAW AND THE REAL WORLD
This unit prepares you for the transition into the real world, by equipping you with an understanding of law as a regulator of business. In order to flourish as an entrepreneurial creative practitioner, it is essential that you understand the legal implications of your decisions and actions and those of others with whom you work or trade. This unit forms part of the final year of study so that you can apply the knowledge acquired within your workplace learning experiences and incorporate the learning from this unit into their planning and preparation for graduation.
Equivalents: KFB056  Credit points: 12
hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KIB101 VISUAL COMMUNICATION
Communication Design deals with visual communication and the creation of meaning through images. This unit will introduce you to the principles, production and presentation of visual design and communication.
Equivalent: KIB801  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-1 and 2011 SEM-2

KIB102 VISUAL INTERACTIONS
This unit further develops interface design skills for communications technologies including design priorities, interaction, visual systems, refinement of concepts, project analysis and problem solving through presentation models.
Prerequisites: KIB101 or KIB801 or KPB101 or KPB150 or KPB155  Equivalent: KIB802  Credit points: 12  Contact hours: 3.5 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-2

KIB103 INTRODUCTION TO WEB DESIGN AND DEVELOPMENT
This unit provides an introduction to theories and skills underpinning the application of multimedia technology with the Creative Industries, providing a foundation of conceptual and practical skills related to contemporary modes of electronic hypermedia production, communication and publishing.
Prerequisites: INB271, KIP403  Equivalent: KIB807, KK807, KKB818  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-1

KIB104 DIGITAL MEDIA
This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles.
Equivalent: KIB808  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-1 and 2011 SEM-2

KIB105 ANIMATION AND MOTION GRAPHICS
This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on principles of design in motion.
Equivalent: KIB804  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-2

KIB108 ANIMATION HISTORY AND PRACTICES
The unit is an introductory examination of the development of animation. It addresses social, cultural, economic and technological themes that have shaped notable practitioners and established animation as a significant medium for the expression of popular culture, artistic experiment and philosophical, social and political comment.
Equivalent: KIB825  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-1

KIB201 CONCEPT DEVELOPMENT FOR GAME DESIGN AND INTERACTIVE MEDIA
This unit addresses theoretical issues associated with non-linear story structures and interactive narratives through the analysis of game structures, the creation of original game ideas and the application of techniques of information design to the structuring of non-narrative content. Addressing the creative and analytical roles of writers, conceptual designers and information designers in the context of interactive digital media and the Creative Industries.
Equivalent: KIB816  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-1

KIB202 ENABLING IMMERSION
As creative practitioners within a highly networked technological society, it is important to develop a critical understanding of how the application of technology influences modes of communication, production processes and creative practices, particularly within the Creative Industries. This unit provides an introductory overview of the philosophies underlying applications of technology, and critically examines current applications in order to explore creative visions of future technology.
Prerequisite: KIB201  Equivalent: KIB814  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2011 SEM-2

KIB203 INTRODUCTION TO 3D COMPUTER GRAPHICS
The field of 3D computer graphics has grown from being a highly specialist field, supported by large film studios, into a vast and growing industry. Throughout film and television, scientific visualization, industrial and architectural design, physical modelling, animation and gaming; 3D visualisation has become a significant contributor to the construction of virtual worlds and the simulation of physical environments. This unit provides an introduction to the world of 3D graphics, paying particular attention to pre-production techniques, project management, 3D modelling techniques, and designing virtual environments. It establishes a foundation for advanced study in subsequent units on Real-time Computer Graphics and Virtual Environments. Theoretical understandings gained through lectures will be supplemented with technical skills in workshops, and
applied to the production of 3D environments in design studios.

**KIB214 DESIGN FOR INTERACTIVE MEDIA**
Designing for contemporary media requires a sophisticated understanding of how we effectively interact with new technologies, software applications, displays and environments. This unit focuses on the field of interaction design and user experience design. It develops an understanding of the theories, methods, and processes employed by Interaction Designers through a series of lectures and tutorials. These principles are then applied to authentic design briefs within design studios.

**Prerequisites:** KIB102 or KIB202 or KIB802 or KIP402

**Equivalents:** KIB210

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2011 SEM-1

**KIB216 ADVANCED WEB DESIGN**
Web Design has extended significantly from the concept of information delivery into social networking and other expanded modes of engagement. Web applications now appear in a range of delivery platforms from the desktop to personal and mobile technologies, such as media players and mobile phones. This unit will extend upon the knowledge and skills acquired in Introduction to Web Design, Interaction Design and Interface Design. It will introduce you to dynamic Web publishing employing contemporary open source content management systems. Theoretical understandings gained in lectures will be complemented by technical skills and applied to the development of authentic projects within design studios.

**Prerequisites:** KIB204 or KIB230

**Equivalents:** KIB211, KIB817

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2011 SEM-2

**KIB220 ANIMATION PRODUCTION**
Animation employs a studio-based production process that introduces you to workflows, practice-based investigations, critical thinking and problem-based learning. Animation: Studio Production will support you to build animation studio production skills by introducing design briefs, networking, teamwork and collaboration. This unit will focus particular attention on image-based solutions for the production of animated work. It will allow you to advance your skills and techniques in matte painting, image-based modeling, terrain and environment modeling, particle systems for environments, and 3D object creation and shading, as you develop an area of specialisation through personal investigation and self-directed inquiry.

**Prerequisites:** KIB105 and KVB106

**Credit points:** 12

**Contact hours:** 6 per week

**Campus:** Kelvin Grove

**Teaching period:** 2011 SEM-1

**KIB221 ANIMATION: CG TOOLKIT**
CG Toolkit offers an in-depth look at the tools of animated production from within a studio setting. Continuing from Animation Studio 1: Preproduction, this unit looks at the tools and the processes involved in creating high level successful 3D computer animations for game development, film or television production, web or emergent media.

**Prerequisites:** KIB105 or KIB804

**Equivalents:** KIB213

**Credit points:** 12

**Contact hours:** Up to 6 per week

**Campus:** Kelvin Grove

**Teaching period:** 2011 SEM-2

**KIB225 CHARACTER DEVELOPMENT, CONCEPTUAL DESIGN AND ANIMATION LAYOUT**
This unit emphasizes production in practice. By considering type and generic attributes within a technological context, you will be guided through the key concepts involved in the development of working drawings and final artworks.

**Prerequisites:** KIB111 or KIB203 or KIB107 or (KIB105 and KIB108 and KVB106)

**Equivalents:** KIB106, KIB807

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2011 SEM-2

**KIB230 INTERFACE AND INFORMATION DESIGN**
With the advent of new technologies for communication, graphical user interfaces have become fundamental to the design of effective communication, and a key factor in the uptake, ease of use and experience of technology systems. This unit builds upon knowledge and skills acquired in units on visual communication and Web design to establish the knowledge and skills required to design and produce effective visual interfaces for technology applications such as Web, small screens in mobile media, and interactive displays. It will cover theories and principles of visual communication, information architecture and user experience design, which will be applied in the production of interfaces for interactive media and digital projects. The unit will be taught through a combination of lectures, tutorials and practical classes, in which skills and knowledge will be applied.

**Prerequisites:** KIB101 or KIB801

**Equivalents:** KIB211

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2011 SEM-1

**KIB315 CONTEMPORARY ISSUES IN DIGITAL MEDIA**
The ubiquitous uptake of new technologies in communication, social interaction, and artistic expression has changed the way that we conceptualize art and design. Designing within a contemporary context requires a sophisticated understanding of new design practices, methods, and theoretical models. This theory unit is designed to create an awareness of contemporary design practices, theories, and historical and philosophical
contexts; and to develop the critical, creative and analytical thinking that is required for design innovation. The unit will be taught through a combination of lectures, seminars and presentations.

**Prerequisites:** Completion of 168cp of study

**Equivalents:** KIB813  

**Credit points:** 12  

**Contact hours:** 4 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-1

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**KIB316 VIRTUAL ENVIRONMENTS**

The field of 3D virtual environments, simulation, and visualization are used to produce sophisticated approaches to interaction design, social networking and game-play. This unit is designed to cater for both creative and technical practitioners. Extending the knowledge and skills developed in 3D Computer Graphics and Real-time environments, this unit develops an advanced understanding of virtual environments and 3D spaces. You will apply and extend principals of real-time modeling, texture acquisition for real-time environments, and interaction design in the 3D context. Students enrolled in this unit will work in project teams to produce a significant 3D interactive environment within the context of a design studio.

**Prerequisites:** KIB325  

**Equivalents:** KIB310, KIB821  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-2

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**KIB325 REAL-TIME 3D COMPUTER GRAPHICS**

This unit provides the opportunity for extending the principles of 3D computer graphics into the emerging field of virtual environments that respond to interaction in real time. In this unit you will cover the principals of real-time modeling; texture acquisition for real-time environments and interaction design in the 3D context. This unit provides an opportunity where students studying 3D computer graphics can apply animation and interactive design principles to real-time spaces. These principles can be applied to the fields of game design and interactive 3D environments.

**Prerequisites:** KIB225  

**Equivalents:** KIB310, KIB821  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-1

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**KJB120 NEWSWRITING**

In this unit you learn to think like journalists, to evaluate events for their potential news value, to record interviews and perform other reporting tasks and to write news stories. It includes the evolution and theories of reporting.

**Antirequisites:** KJP401  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-1 and 2011 SEM-2

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**KJB121 JOURNALISTIC INQUIRY**

This unit develops the basic skills learnt in Newswriting: generating story ideas; researching; conducting interviews; finding news values and news angles and applying them in a practical context. You also learn about how practical newswriting skills fit into an online environment. You are introduced to the rigours of deadlines and have opportunities to write stories related to different news rounds throughout the semester.

**Prerequisites:** KJB120  

**Antirequisites:** KJP402  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-1 and 2011 SEM-2

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**KJB224 FEATURE WRITING**

Students conduct interviews and other research that they use to write Internet, newspaper and/or magazine articles that profile personalities or stories or that treat processes, events and places to exploit their human-interest value.

**Prerequisites:** KJB120 or KWB107 or KWB381  

**Antirequisites:** KJP403  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-1 and 2011 SEM-2

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**KJB239 JOURNALISM ETHICS AND ISSUES**

QUT Journalism supports the development of socially responsible, ethical journalists. KJB239 is a core journalism unit. It begins with an overview of western and eastern moral philosophical traditions and moves on to examine current journalistic practice in the context of Australian and international news media operations, regulatory bodies and the stance of professional journalism organisations. Students generate ethical dilemmas and work through them individually, making difficult decisions about issues such as invasion of privacy, protection of sources and conflict of interest. The impact of developing information and communication technologies is also addressed.

**Credit points:** 12  

**Contact hours:** 3.5 per week  

**Campus:** Kelvin Grove  

**Teaching period:** 2011 SEM-1

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**KJB280 INTERNATIONAL JOURNALISM**

This unit identifies, compares and analyses the diversity of journalistic practice in different countries and regions. You will look at historical conditions that have led to variations in journalism across the world, how different politico-economic systems affect journalistic activity, and how and why
different news media take distinct approaches to covering world issues. You will develop the cross-cultural awareness and background knowledge required to identify story ideas, relate to sources and produce news reports in different countries and cultural environments.

**Prerequisites:** KJB120 or KJP401  **Credit points:** 12

**Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KJB337 PUBLIC AFFAIRS REPORTING

This is an advanced reporting unit stressing the watchdog role of the news media using investigative techniques, including computer-assisted reporting, Internet and other online searching. You write news feature stories for possible publication, and engage in case study/role play exercises for understanding public events/processes and their relationships to news media. The unit is taught in three hour blocks over the first nine weeks of semester.

**Prerequisites:** KJB120  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KKB004 INDIGENOUS CREATIVE INDUSTRIES

Every culture contains, within its approach to arts practice, the business of creativity. Learning and teaching in the Indigenous Creative Enterprise Unit, develops a sphere of shared knowledge designed to inspire sustainable arts praxis and production

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2009 SEM-2

### KKB101 CREATIVE INDUSTRIES: PEOPLE AND PRACTICES

The development of the creative industries has been identified as a central element of the contemporary knowledge-based economy, which is informational, global and networked. This unit introduces concepts of the creative industries and the work of creative industries practitioners who explore and exploit the expression of creativity for commercial and artistic gain. In exploring the work of creative industries practitioners you will develop written communication skills for new media and academic contexts and reflect on your own emerging role as a creative industries practitioner. This unit is the first of two Creative Industries Foundations units which focus on building an understanding of creative industries practices and a diverse range of literacies essential to working in this new knowledge economy.

**Equivalents:** KKB009, KKB618  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove and Caboolture  **Teaching period:** 2011 SEM-1

### KKB102 CREATIVE INDUSTRIES: MAKING CONNECTIONS

The ability to work collaboratively and to communicate effectively is essential for all Creative Industries professionals. In this unit you will have the opportunity to acquire and apply research, collaborative practices and project management skills through the collaborative development of a Creative Industries project proposal. This unit is a complement to KKB101 Creative Industries: People and Practices and examines the practical requirements of contributing to cultures and establishing connections with communities.

**Assumed knowledge:** KKB101 is assumed knowledge.  **Equivalents:** KKB007, KKB818  **Credit points:** 12

**Contact hours:** 3 per week  **Campus:** Kelvin Grove and Caboolture  **Teaching period:** 2011 SEM-2

### KKB216 GRAPHICAL DEVELOPMENT ENVIRONMENTS FOR MEDIA INTERACTION

You will build interactive software systems for sampling, synthesising and manipulating media in real-time using graphical programming environments (also known as “patcher languages”). This will enable you to design and implement custom audio/video software for live performances and/or installations.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

### KKB221 APPROACHING INTERDISCIPLINARITY

In order to be competitive in the global community, innovative practice becomes a commodity that is highly attractive. It is widely recognised that a sound knowledge in at least one discipline is a prerequisite for effective collaborative practice. This is the first of two units which are planned to expose and reveal the knowledges embedded in the qualities and concentrations of an individual discipline and commence functionally integrating this knowledge alongside other disciplines. This first unit offers you the opportunity to practice multi-disciplinary processes in teams and explores the psychology behind preferences for role choices within these teams.

**Prerequisites:** KKB102 or KKB007 or KKB818  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

### KKB222 INTERDISCIPLINARITY IN PRACTICE

Being able to function effectively in collaborative teams often necessitates the cross-fertilisation of ideas and practices in the creative process. Coupled with the thinking that the constraints of working in a single discipline may prevent its progression in the field, the practice of cross and inter-disciplinarity offers fresh entry points to the investigation, creation and production of product. This is the second of two units which are planned to expose and reveal the knowledges embedded in the qualities and concentrations of an individual discipline and commence functionally integrating this knowledge alongside other
disciplines. The unit introduces you to cross and interdisciplinary collaborative processes in the development of a site-specific product for a festival to be held in the CI precinct.

**Prerequisites:** KKB221  
**Credit points:** 12  
**Contact hours:** 3.5 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KKB341 CREATIVE INDUSTRIES INTERNSHIP 1**

It is important that Creative Industries students gain real work industry-based experience in order to link university study with professional practice. Students need to equip themselves not only with skills and discipline knowledge but also with understandings and experience in order that they may function and flourish when they enter the workplace. This advanced-level (capstone) unit is offered during the final year of an undergraduate degree course at which time students are able to apply appropriate, transferable skills to a workplace or professional context.

**Prerequisites:** Completion of 168 credit points of study  
**Antirequisites:** KKB343, KKB344  
**Credit points:** 12  
**Contact hours:** Varies according to discipline-specific internship requirements  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**KKB342 CREATIVE INDUSTRIES INTERNSHIP 2**

It is important that Creative Industries professionals gain real work industry-based experience in order to link university study with professional practice. Students need to equip themselves not only with skills and discipline knowledge but also with understandings and experience in order that they may function and flourish when they enter the workplace. This advanced-level capstone unit is offered during the final year of an undergraduate degree, that builds upon and strengthens knowledge and skills acquired in KKB341 Internship 1.

**Prerequisites:** KKB341 (can be enrolled in the same teaching period) or KKB343  
**Antirequisites:** KKB344  
**Credit points:** 12  
**Contact hours:** Varies according to discipline-specific internship requirements  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**KKB345 CREATIVE INDUSTRIES PROJECT 1**

The Faculty of Creative Industries intends that its graduates practice as professionals in their respective discipline or disciplines. Increasingly, a major part of such practice is the instigation, management, monitoring, and reporting on Creative Industries projects. This unit offers experience at participating in an advertised project that may be offered by one or more disciplines in the Faculty. Normally projects are advertised in the preceding semester through the CI Transitions Hub (log on to BB > Community top tab > Creative Industries > CI_Transitions). For some students this unit will be taken as the first of two 'project' units related to the same project, in such cases this unit may be a prerequisite or corequisite to the second unit, KKB346 Creative Industries Project 2.

**Prerequisites:** Completion of 72 credit points of Creative Industries units (K%B% units)  
**Credit points:** 12  
**Contact hours:** About 150 hours across the semester.  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**KKB346 CREATIVE INDUSTRIES PROJECT 2**

The Faculty of Creative Industries intends that its graduates practice as professionals in their respective discipline or disciplines. Increasingly, a major part of such practice is the instigation, management, monitoring, and reporting on Creative Industries projects. This unit offers experience at participating in an advertised project that may be offered by one or more disciplines in the Faculty. Normally projects are advertised in the preceding semester through the CI Transitions Hub (log on to BB > Community top tab > Creative Industries > CI_Transitions). For some students this unit will be taken as the second of two 'project' units related to the same project, in such cases the first unit (KKB345) may be a prerequisite or corequisite to the second unit (KKB346).

**Prerequisites:** KKB345 (can be enrolled in the same teaching period)  
**Credit points:** 12  
**Contact hours:** About 150 hours across the semester. However when the project is combined with KKB345, then between 230-270 hours in duration across both projects.  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**KKB347 BECOMING A RESEARCHER: UNDERSTANDINGS, SKILLS AND PRACTICES**

This is the first of two units for third year Creative Industries students designed as a preparation for the Creative Industries Faculty Honours program and/or as an introduction to professional and commercial research contexts.

**Prerequisites:** Completion of 192cp of study  
**Assumed knowledge:** Students are expected to have a GPA of 5 or above.  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KKB350 CREATIVE INDUSTRIES INTERNATIONAL STUDY TOUR**

This unit is designed for students who have completed at least one year full time study of a QUT Creative Industries Faculty course and are ready to expand their horizons by gaining experience of international creative industries practice in creative cities. Creative cities contain tourist districts, art museums, galleries, fashion houses, creative precincts, production houses and the like, managed by internationally recognised cultural producers, designers and...
professionals. The unit addresses the issues that pertain to the culture that is produced and exhibited in the city or cities selected for the tour and provides the opportunity for students to interact with internationally recognised creative artists and cultural professionals.

IMPORTANT NOTE: The cost of the 2-3 week tour is estimated at between four and five thousand dollars.

**Prerequisites:** Completion of 72 credit points of study (K% units)  
**Credit points:** 12  
**Contact hours:** 2-3 week tour and several lectures during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

**KMB003 SEX DRUGS ROCK 'N' ROLL**

In this unit, you gain an insight into the interaction between music and society by analysing the artistic, economic, and political landscape of the diverse, innovative music of the 21st century including rock and pop music, world music, dance music, indigenous music and new age music.

**Equivalents:** KMB640  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove and Caboolture  
**Teaching period:** 2011 SEM-1

**KMB004 WORLD MUSIC**

You will gain an awareness and better understanding of world music, its particular significance within Australia and its impact upon contemporary music through a series of lectures, demonstrations and tutorials.

**Assumed knowledge:** A knowledge of music fundamentals is assumed knowledge.  
**Equivalents:** KMB631  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KMB107 SOUND, IMAGE, TEXT**

This unit focuses on the rich and varied relationship between sound and image in a number of media and artforms, including film, music video, theatre, installation, mixed media performance and many more.

**Equivalents:** KMB638  
**Credit points:** 12  
**Contact hours:** 2.5 per week  
**Campus:** Kelvin Grove and Caboolture  
**Teaching period:** 2011 SEM-2

**KMB119 MUSIC AND SOUND PRODUCTION 1**

This unit introduces students to the fundamentals principles of music and sound production through a mix of theory and practice. Students gain an understanding of sound recording, sound production and live sound reinforcement and develop listening skills essential for music and sound production.

**Equivalents:** KMB108, KMB621  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KMB122 MUSIC AND SOUND CONCEPTS 1**

This is the first of two units exploring and engaging with key concepts in music and sound. The unit encompasses both criticism and analysis as well as creative practice and experimentation and draws on a wide spectrum of contemporary and historical music and sound examples.

**Equivalents:** KMB130, KMB632  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KMB129 MUSIC AND SOUND PRODUCTION 2**

This unit builds on Music and Sound Production 1. It introduces students to sound synthesis and signal processing and extends the students understanding of the approaches and aesthetics underpinning creative music and sound production. Students will further develop practical skills in music and sound composition and deepen their knowledge of the hardware and software commonly used in creative production.

**Equivalents:** KMB105, KMB619  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KMB132 MUSIC AND SOUND CONCEPTS 2**

This is the second of two units exploring and engaging with key concepts in music and sound. The unit extends the critical and analytical skills developed in Music and Sounds Concepts 1 as well as developing a broader understanding of strategies for creative practice and experimentation by critically listening to a wide spectrum of contemporary and historical music and sound examples.

**Prerequisites:** KMB122  
**Equivalents:** KMB131, KMB633  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KMB200 MUSIC SCENES AND SUBCULTURES**

This unit will explore many of the major musical subcultural movements of the last sixty years through an interdisciplinary approach. To understand how music operates as a form of social, cultural and political communication this unit explores the various contexts in which music circulates and is made meaningful.

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KMB252 MULTI-PLATFORM SOUND DESIGN**

This unit builds on previous sound design knowledge and uses a range of tools to design and develop sound content for multi platform television, mobile phones, web, games, virtual worlds and social networks. Students gain an understanding of a variety of working methods and delivery formats and develop practical skills essential to successful collaboration and creation.

**Prerequisites:** KMB129  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1
KMB301 THE MUSIC INDUSTRY
This unit gives a working knowledge of the structural, legal
and business aspects of the Australian music industry by
engaging with real world music industry professionals and
formulating a number of strategies to reflect this.
Equivalents: KMB056 Credit points: 12 Contact
hours: 3 per week Campus: Kelvin Grove Teaching
period: 2011 SEM-2

KPB101 INTRODUCTION TO FILM, TV AND NEW MEDIA
PRODUCTION
This unit introduces the principles and technologies of video
production for both cinema and television. This includes the
roles and responsibilities of production teams, production
management, design and practice. Lecture delivery by
experts in the major production areas of producing,
directing, and cinematography, editing and sound informs
this practice. You work in groups to produce videos which
form a major part of their assessment.
Equivalents: KPB150, KPB155 Credit points: 12 Contact
hours: 4 per week Campus: Kelvin Grove and
Caboolture Teaching period: 2011 SEM-1 and 2011
SEM-2

KPB104 FILM AND TELEVISION PRODUCTION
RESOURCE MANAGEMENT
This unit considers the role of the producer and executive
producer in film and television production with a particular
focus on running a production. It considers the following:
preparing and running a budget, achieving balance in
above-the-line, below-the-line and marketing costs, casting
and crewing a production, and legal and copyright issues.
Equivalents: KPB314 Credit points: 12 Contact
hours: 3 per week Campus: Kelvin Grove Teaching
period: 2011 SEM-1

KPB105 NARRATIVE PRODUCTION
This unit builds on and advances basic understandings,
skills and principles delivered in KPB101. An introduction to
the skills of sound and lighting complements the earlier core
skills of camera, editing, directing and production
management. Assessment consists of the production of a
short narrative video.
Prerequisites: KPB101 or KPB155 or KPB150
Equivalents: KPB185, KPB260 Credit points: 12
Contact hours: Average of 4 per week Campus: Kelvin
Grove and Caboolture Teaching period: 2011 SEM-1
and 2011 SEM-2

KPB109 FILM AND TV HISTORY
Television and film are among the most influential forms of
representation developed over the past century. An
appreciation of the history and influence of narrative styles
and industrial movements emphasizes the important
changes in technology and aesthetics that have contributed
to making these media potent cultural forces. The history of
narrative and movements needs to be considered alongside
the production and viewing of television and film as
entertainment, information and art.
Equivalent: KPB102, KPB359 Credit points: 12
Contact hours: 4 per week Campus: Kelvin Grove
Teaching period: 2011 SEM-1

KPB110 THE MOVIE, TV & NEW MEDIA BUSINESS
The movie, TV and new media businesses are key parts of
the entertainment industry, which is one of the biggest in the
world. For anyone interested in working in these media an
understanding of how they function as businesses is vital.
This unit provides an introduction to producing, writing and
theoretical aspects of the movie, TV and new media
businesses.
Equivalent: KPB106, KPB209 Credit points: 12
Contact hours: 3 per week Campus: Kelvin Grove
Teaching period: 2011 SEM-2

KPB112 TV AND FILM GENRES
Genre matters — for creators of genre films and television
productions, for distributors, and for audiences. Film and
television genres continue to evolve in response to
entertainment and artistic imperatives in the contemporary
new media environment. It is therefore important to consider
similarities, differences, and connections between related
genres on film and television, as well as those genres
unique to television.
Equivalent: KPB103, KPB107, KPB372-2 Credit
points: 12 Contact hours: 4 per week Campus: Kelvin
Grove Teaching period: 2011 SEM-2

KPB113 TV AND FILM TEXT ANALYSIS
In an era when film and television texts are being
transformed by digital media formats, media practitioners
(including creative artists, critics, and educators) value a
media literacy based on critical and informed approaches to
textual analysis. Taking into account the new media
environment, selected techniques for undertaking textual
analysis are applied to popular film and television such as
blockbuster movies and cult television programs.
Equivalent: KPB108, KPB130 Credit points: 12
Contact hours: 3 per week Campus: Kelvin Grove
Teaching period: 2011 SEM-1

KPB202 FILM AND TELEVISION BUSINESS SKILLS:
ENTREPRENEURSHIP AND INVESTMENT
The business of television is all about spotting proposals at
the concept stage with the potential to be made into
successful programs, and about their creative management.
This involves a number of personal skills, revolving around
leadership, communication and encouragement of key
creative personnel on one side, with presentation of ideas
and team skills on the other. This unit builds from students'
knowledge of management of the process and resources of production to the overarching skills of managing the creative process and maintaining a balance between risk taking and commercial prudence.

**Prerequisites:** KPB104 or KPB314  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KPB205 DOCUMENTARY THEORY AND PRACTICE**
The documentary filmmaking tradition has involved many crucial aesthetic, technical and ethical concerns throughout history. This unit introduces this significant tradition of documentary production. For KP25/KK34 (Film & Television) students, the unit is a preparation for the documentary practical production unit, through learning to assimilate the principles outlined in the unit into their own documentary screenplays. For non-KP25/KK34 (Film & Television) students, the unit provides an opportunity to address the theoretical underpinnings of the documentary form, and the processes of documentary production.

**Equivalents:** KPB358  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KPB206 INTERNATIONAL CINEMA**
This unit examines a range of national cinemas from a global perspective. Key theoretical approaches to national/international cinemas are covered, along with significant historical, textual, representational and ideological issues. The critical challenges posed by productions from these different cultures to Hollywood mainstream productions are also explored.

**Equivalents:** KPB344  
**Credit points:** 12  
**Contact hours:** 5 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KPB207 FILM AND TELEVISION SCRIPTWRITING**
This unit focuses on the production of a sustained script for film or television.

**Equivalents:** KWB229, KWB105  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

**KPB212 AUSTRALIAN FILM AND TV**
This unit includes the following: study of Australian film and television productions within their cultural and institutional contexts; issues facing the film and television industry today; the construction and circulation of cultural discourses such as national identity, nationalism, gender, ethnicity and class; experimental film and television; indigenous productions; new technological and global challenges.

**Equivalents:** KPB203, KPB343, KPB106  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KPB303 CRITICAL THINKING ABOUT TELEVISION**
Students who have an interest in the social function of television should be encouraged to think critically about social, cultural and aesthetic issues regarding the medium.

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove

**KPB306 HOW TO BE A PRODUCER**
Producers are key figures in the production of television, film and new media. This unit will take you through the key skills you need to work as a producer, including how to source funding for projects, putting together a creative team, and organising distribution and marketing.

**Prerequisites:** Completion of 96cp of study  
**Equivalents:** KPB202  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove

**KPB313 STAGE MANAGEMENT**
In this unit you will investigate the major artistic movements of the 20th century; fields of performance practice dominant in the 20th century; key 20th century performance makers and innovators and theatricality and performance.

**Equivalents:** KTB251  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove

**KPB314 THEATRE MANAGEMENT**
This unit examines the historical, legal, and organisational structures of the performing arts industry. It covers the role of the manager and the skills and knowledge needed to work as a manager. This unit includes the following: history of management of the process and resources of production to the overarching skills of managing the creative process and maintaining a balance between risk taking and commercial prudence.

**Prerequisites:** KPB104 or KPB314  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1
This unit provides you with essential understanding of how to combine practical performance skills (involving body/voice/role) with analytical, research and group skills, into an overall methodology for creating performance, within a professional ethos.

**Antirequisites:** KSB106  **Equivalents:** KTB257  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KTB104 PERFORMANCE INNOVATION**
The aim of this unit is to give you an appreciation and understanding of performance innovation in both historical and contemporary contexts.

**Equivalents:** KTB271  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KTB106 PERFORMING SKILLS 2: STYLE AND FORM**
This unit is designed to be of benefit to anyone seeking to extend their understanding through workshop, rehearsal, performance, and the application of dramaturgical skills, of theatrical styles and forms other than realism. These could include Greek drama, commedia dell’arte, Shakespearean theatre, Restoration comedy, comedy of manners, epic theatre and theatre of the absurd.

**Antirequisites:** KSB106  **Equivalents:** KTB258  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KTB204 UNDERSTANDING PERFORMANCE**
In this unit you will investigate the nature of the performance event; performance in everyday life; theatricality and performance; trans-disciplinary performance theory and practice; the body in performance; site and performance; live and mediated performance; spectator and audience.

**Equivalents:** KTB275  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KTB207 STAGING AUSTRALIA**
This unit introduces key concepts and practices pertaining to Australian theatre and drama of the twentieth and twentieth-first centuries. Theatre practices are explored in relation to broader social and political concerns.

**Equivalents:** KTB253  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KTB209 APPLIED PERFORMANCE**
This unit is a combination of a practical and theoretical investigation into the process of improvisation and the way drama can be used as a tool for critical enquiry and social change. It provides a basis for further work in writing for performance and advanced improvisational skills.

**Prerequisites:** KTB102 or KTB214  **Equivalents:** KTB280, KTB272  **Credit points:** 12  **Contact hours:** 4.5-5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KTB210 CREATIVE INDUSTRIES MANAGEMENT**
This unit introduces management techniques within the Australian creative industries environment including company structures, cultural policy, strategic management and leadership in the arts, legal, ethical, economical and social requirements of arts, boards, and entrepreneurial activity.

**Prerequisites:** Completion of 72 credit points of study  **Equivalents:** KTB061  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KTB211 CREATIVE INDUSTRIES EVENTS AND FESTIVALS**
Combination of practical and theoretical investigation into how strategy and mission work in arts agencies in arts, events, promotion and public relations in Australia.

**Prerequisites:** Completion of 72 credit points of study or admission to KK86, KK88, KJ42 or IX96  **Antirequisites:** KTP406  **Equivalents:** KTB062  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KTB305 THE ENTREPRENEURIAL ARTIST**
The unit is designed to cover a range of artistic and economic areas, including: aesthetics, creativity, regulatory, administrative, legal and ethical issues related to the practice and business of the creative industries.

**Prerequisites:** Completion of 168 credit points of study  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**KTB306 DIRECTING FOR PERFORMANCE EVENTS AND FESTIVALS**
This unit equips you with the basic analytical, organisational, interpretive and choreographic skills necessary to taking a creative performance project from conception through to realisation.

**Prerequisites:** Completion of 72 credit points of study  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**KVB102 MODERNISM**
This unit provides an overview of the key concepts and movements that comprise twentieth-century modernism in the period 1900-1945. Beginning with cubism, the unit provides an understanding of terms, such as avant-garde, modernism and modernity. It explains how modernism focuses upon the issue of representation and how this approach led to interdisciplinary work, which engaged with film, photography, design, architecture and installation as...
well as the traditional visual arts.

**Equivalents:** KVB701  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

### KVB103 AUSTRALIAN ART

This unit focuses on Australian art over the course of the twentieth century, including the contemporary period. It gives you an understanding of the national, cultural and social frameworks within which this art has been produced and introduces a number of artists, artistic movements and issues within Australian art. It also considers the nature of indigenous art and its contribution to the complexity of Australian cultural identity. All of these issues are presented in order to help you understand the important role of Australian art as an expression of our cultural values throughout the twentieth century.

**Equivalents:** KVB702  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KVB104 PHOTOMEDIA AND ARTISTIC PRACTICE

This unit aims to provide you with an understanding of the aesthetic aspects of various photomedia concepts and processes and the artistic use of genres. It also aims to give you proficiency in alternative and experimental uses of photographic processes, establishing an understanding of investigative and creative research. By including a range of photographic processes as part of the photographic artist's repertoire, this unit aims to give you a broad range of choices and approaches to creating images. The unit encourages you to engage with photography as a medium for visual and artistic expression in order to extend your own photographic practice.

**Antirequisites:** KKB020, KKP420, KVP402, KJP420  **Equivalents:** KVB509  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1 and 2011 SEM-2

### KVB105 DRAWING FOR DESIGN

This is a studio based unit that introduces you to media, processes, strategies and traditions of drawing and associated imagery for use in animated media. The development of critical/reflexive frameworks of traditional and contemporary practice underpins studio development.

**Equivalents:** KVB755  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

### KVB106 DRAWING FOR ANIMATION

This unit develops individual knowledge, concepts and skills to enable you to articulate and present capabilities of motion through drawing for contemporary animation practices.

**Equivalents:** KVB756  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KVB108 CONTEMPORARY ASIAN VISUAL CULTURE

This unit considers the influences of historical visual arts, backgrounds, philosophical beliefs and trade on the symbolism, forms, techniques and uses of various artifacts in contemporary Asian visual art practice.

**Equivalents:** KVB444  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KVB110 2D MEDIA AND PROCESSES

This introductory unit is a studio course enabling you to explore, construct, analyse and interpret visual data through the 2D graphic modes of drawing, painting and printmaking.

**Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

### KVB111 3D MEDIA AND PROCESSES

This first year unit introduces you to current contemporary art practices and concepts to assist you in making, analyzing and critiquing three dimensional artworks. As a second semester unit, this unit will develop foundational skills in 3D media and processes to complement and augment understandings and knowledge of 2D media and processes.

**Credit points:** 12  **Contact hours:** 5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KVB204 GRAPHIC DESIGN

Graphic design is a long established field of study involving the presentation of aesthetic elements, image and text for the purpose of effective communication. New modes of reproduction, display and transmission are reshaping the way that text, images and messages are communicated. This unit will develop an understanding of enduring graphic design principles, emphasize the importance of targeted communication, and introduce new and innovative ways of approaching graphic design for contemporary media. You will apply these principles by articulating and graphically presenting design options for production in a range of mediums. Lectures will introduce graphic design principles, theory and practices and this knowledge will be applied in a range of contexts within design studios.

**Prerequisites:** KIB101 or KIB801 or KIP401  **Antirequisites:** KVP401  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

### KVB211 POST 1945 ART

This unit introduces the historical, philosophical, economic, political, social, cultural, artistic and formal issues related to the production of art since 1945 and into the post-modern period.
era. Major topics that are examined include the neo-avant-garde and art's engagement with consumerism. This unit is intended as a foundation skill-base for all students in Creative Industries applicable to all disciplines and cultural industries including art criticism, arts practice, architecture, landscape architecture, fashion and music.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KVB212 AUSTRALIAN ART, ARCHITECTURE AND DESIGN
This unit aims to examine the impact of modernism upon the fields of visual art, architecture and design in Australia during the period between 1917 and 1967. It will also examine debates about modernism and provide a detailed historical background to the development of these three fields in Australia in response to the idea of modernism. It will build upon the background provided in units such as KVB102 Modernism and KVB103 Australian Art by providing more in-depth analysis of modernism in the Australian context. It will also develop the practical application of such principals in design exercises.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KVB213 GRAPHIC INVESTIGATION
The interface between the graphic design, print and art environments is dynamic and pervasive. An awareness of contemporary practices through conceptual and cross-media investigations will allow you to interpret, create and engage in these environments.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KVB304 CONTEMPORARY ART ISSUES
This unit is intended as a foundation skill-base for students in Creative Industries applicable to all disciplines and cultural industries including art criticism, arts practice, architecture and fashion. The unit introduces the economic, political, social, cultural, artistic and formal issues related to the production of art since 1990 in the contemporary era. By means of lectures, discussions and analysis of artworks and readings, the students' awareness of the conceptual, historical and philosophical contexts concerning artists and the artworks is heightened.

Equivalents: KVB712  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KVB306 VIDEO ART AND CULTURE
Existing Visual Arts units examine a broad range of subjects addressing artistic media such as painting, sculpture and installation. The 'Video Art and Culture' unit supplements these by instituting a specialised study of artistic and cultural practice that focuses on new mass media technology. The unit therefore enhances, extends and updates knowledge of recent art strategies in contemporary society.

Equivalents: KVB703  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KVB307 THEORIES OF SPATIAL CULTURE
This unit provides the necessary critical evaluation of issues and practices that relate to considerations of space in modern and contemporary art, new media and culture in general. It provides a historical overview of key art practices that have focused their critical attention to the issue of space and the built environment. In order to function as an informed practitioner in the environment of public space you must acquire such knowledge because it will form the critical-analytical background to current debates and theories in the field of spatial culture and public art.

Equivalents: KVB704  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

KWB101 INTRODUCTION TO CREATIVE WRITING
This course develops creative, critical and analytical skills in reading and writing a variety of creative textual forms. You acquire an understanding and some practice in crafting various forms of poetry and short fiction.

Equivalents: KWB250  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2011 SEM-1

KWB102 MEDIA WRITING
This unit introduces you to the formats, terminology and protocols used in the preparation of proposal documents and short scripts. It will explore fundamental concepts including narrative structures, metaphors, point of view, plotting, character and voice. You will examine a range of professional scripts and development documents and be asked to apply their knowledge of typical script problems and solutions to their own work.

Antirequisites: KWP401  Equivalents: KWB111  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove and Caboolture  Teaching period: 2011 SEM-1 and 2011 SEM-2

KWB103 PERSUASIVE WRITING
Persuasive writing is an integral (if often unconscious) element of both professional and creative writing. Therefore, practitioners in these fields should be able to understand the principles of persuasion, use the vocabulary of persuasion, and evaluate the efficacy of different persuasive strategies. This unit introduces you to the theory and practice of writing persuasively across a number of genres to enhance your writing skills.

Antirequisites: KWP402  Equivalents: KWB315
KWB204 CREATIVE WRITING: THE SHORT STORY
The unit covers the writing of the short story in detail.
*Antirequisites:* KWP403  *Equivalents:* KWB350
*Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-1

KWB106 CORPORATE WRITING AND EDITING
This unit deals with both the fundamentals of language (grammar, punctuation, style) and the dominant corporate writing genres (manuals, report, speeches, brochures).
*Antirequisites:* KWP405  *Equivalents:* KWB314
*Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-2

KWB107 CREATIVE NON-FICTION
This unit covers the acquisition of practical and analytical skills in creative non-fiction writing in particular review writing on books, film, music, visual arts, fashion and food, as well as travel, scientific, essay, humorous and sports writing. The unit provides examples, techniques and practical exercises in non-fiction creative writing and editing, and the opportunity to develop individual work in the supportive context of in-class and small workshop groups. Potential publishing areas will be explored.
*Equivalents:* KWB381  *Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-2

KWB108 INTRODUCTION TO LITERARY STUDIES
"The 'textualisation' of the world has been an important development in twentieth century theory in the West," (Fuery:57). What are texts? What do they mean? This unit addresses these issues by providing you with an introduction to conceptual frameworks derived from some of the major critical discourses that have impacted on our world.
*Equivalents:* KWB001, KWB716  *Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-1

KWB109 WRITING AUSTRALIA
This unit provides you with opportunities to read, explore, discuss and evaluate a number of Australian texts written and published over the last twenty-five years. Upon completing this unit, you are able to understand and critically interrogate texts pertinent to contemporary Australian society and culture.
*Equivalents:* KWB002, KWB710  *Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-2

KWB206 YOUTH AND CHILDREN'S WRITING
This unit includes children's and adolescent novels within the cultural context of nineteenth and twentieth century Australia, England and America. It focuses on textual analysis of major generic types and considers issues such as race, gender, class and regionalism in fiction for young Australians.
*Equivalents:* KWB712  *Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-2

KWB207 GREAT BOOKS: CREATIVE WRITING CLASSICS
This unit provides an overview of the enduring classic literary works. It will give you a better knowledge and understanding of the craft of storytelling and stimulate you to develop your own critical and creative writing as well as an understanding of yourself and others. The course commences with several of Chaucer's medieval tales and concludes with Vonnegut's modern anti-war classic Slaughterhouse Five. It includes Swift's biting satire and Emily Bronte's passionate Wuthering Heights. The unit aims to make such works accessible to students from all disciplines in the university, and provides valuable historical context and analysis of the writing craft in each case.
*Antirequisites:* KWP407  *Equivalents:* KWB301
*Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-1

KWB208 MODERN TIMES (LITERATURE AND CULTURE IN THE 20TH CENTURY)
The twentieth century is a time of significant developments and major transformations in writing and culture. This unit focuses on a number of twentieth century writers from Europe, England, Africa, Asia, Australia the Americas, from modern to postmodern times, and explores the connections between texts, language, culture and society.
*Equivalents:* KWB003, KWB321  *Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-1

KWB209 SHAKESPEARE, THEN AND NOW
This unit is designed to introduce students to Shakespearean studies and the ongoing cultural importance of Shakespearean material.
*Equivalents:* KWB004, KWB729  *Credit points:* 12  *Contact hours:* 3 per week  *Campus:* Kelvin Grove  *Teaching period:* 2011 SEM-1

KWB210 IMAGINING THE AMERICAS: CONTEMPORARY AMERICAN LITERATURE AND CULTURE
This unit will be offered for the first time in semester 1 2012.
Imagining Americas is a literature-based unit which will explore a selection of contemporary written texts from the North and South American continents. The unit will focus on issues of place, nationality, regional and ethnic identity and will encourage an examination of these and the variety of writing styles from intercultural and international perspectives.  

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove

**KWB211 STYLISTICS AND POETICS**  
This unit allows students to significantly advance their writing practice and associated critical and editorial skills through close analysis of language-level literary style, as opposed to story-level or narrative concerns. In creative writing advanced stylistics, students will work on unpacking, theorising and then replicating literary techniques used by a wide range of exemplary authors. This unit gives students a unique opportunity to consider and manipulate very specific aspects of their authorial voices, drawing on the field of literary stylistics, the Oulipo movement, reader response theorists, and other author-based literary theories and schools. Intensive studio-based work, self-directed creative practice, guided critical analysis and asynchronous on-line activities characterise the teaching and learning in this unit.  

**Equivalents:** KWB370, KWB201  
**Credit points:** 12  
**Contact hours:** 3hr intensive workshop per week, plus self-directed creative practice, plus weekly analysis activities, plus peer reflection activities – ten hours in total.  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KWB303 WRITING AND PUBLISHING INDUSTRY**  
This unit provides an introduction to the function and structure of the writing and publishing industry.  

**Equivalents:** KWB399  
**Credit points:** 12  
**Contact hours:** 2.5 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KWB308 WONDERLANDS: LITERATURE AND CULTURE IN THE 19TH CENTURY**  
This unit considers important contemporary cultural and social questions by way of readings in science fiction, fantasy fiction and fiction, class ideologies and revolutionary politics from a selection of novels and poetry of the nineteenth century. The novels and poems examine political and social change in Europe between 1790 and 1900, with a view to making critical links between current ideologies and literary forms and their formulation in a nineteenth century text. As such, works ranging from Frankenstein to Alice in Wonderland are deployed to consider the textual representations of important cultural, social, and sexual issues.  

**Assumed knowledge:** KWB108, KWB207, KWB208 and KWB209 is assumed knowledge.  
**Equivalents:** KWB005, KWB724  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove

**KWB309 POPULAR FICTIONS, POPULAR CULTURE**  
The unit is designed to provide you with skills in understanding popular culture/s. It addresses the production of popular culture via a range of texts and mediums, and provides you with a framework by which you can critique the operations of popular cultures.  

**Equivalents:** KWB006, KWB725  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-2

**KWB313 NOVEL AND MEMOIR**  
This unit allows students to significantly advance their writing practice and associated critical and editorial skills through close analysis of the novel and memoir, with an emphasis on story-level and narrative concerns. In Novel and Memoir, students will engage in detailed analysis from a writer’s point of view of how a novel is made – the problem-solving process, which includes overall and chapter structure, character development, and other key narrative elements. This unit also gives students unique opportunities to consider the synergies and differences between writing novels and longer forms of life writing, with extended analysis of the conventions of memoir writing. Lectures, intensive workshop activities, self-directed creative practice, guided critical analysis, and on-line collaboration characterise the teaching and learning in this unit.  

**Credit points:** 12  
**Contact hours:** 3hr combined lecture and workshop per week, plus self-directed creative practice, plus weekly analysis activities, plus peer reflection activities – ten hours in total.  
**Campus:** Kelvin Grove  
**Teaching period:** 2011 SEM-1

**KXB101 INTRODUCTION TO ENTERTAINMENT**  
The entertainment industries are by far the largest sector of the creative industries; in 2007, the global Entertainment industry was worth $2.4 trillion, and it is projected to grow to $3.5 trillion by 2012. Entertainment industries include but are not limited to: TV, popular music, major entertainment events, games, radio, entertainment marketing, sports media, theme parks, and movies. In this unit you will learn about the nature of entertainment, and how the entertainment industries work. This unit familiarises you with:  

- The history of entertainment.  
- Key characteristics of entertainment.  
- The relationship between entertainment and the wider creative industries.  
- Changes in entertainment over the period of modernity.  
- The size and nature of entertainment industries.  

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove
KXB102 GLOBAL ENTERTAINMENT
Entertainment and entertainment industries are a global phenomenon. In this unit you will learn about important entertainment industries in specific places—such as Bollywood, Hollywood, and South Korean computer games—as well as about the ways in which important entertainment forms such as soap operas, theme parks, sport as entertainment, and pop music (specifically Cantopop) work in different cultures around the world.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove

KXB201 ENTERTAINMENT PRACTICE: BALANCING CREATIVITY AND BUSINESS
In this unit you will learn how creativity and business can work together to complement each other in the entertainment industries. This unit will assist you in developing your ability to combine entertainment creativity and business in productive ways. It unit addresses content such as: the current situation of the entertainment industries in Australia and globally, models of creativity, and the relationship between creativity and constraints such as business requirements. As part of your learning, you will write an entertainment proposal which demonstrates your ability to balance creative and business skills.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove

LWS009 INTRODUCTION TO LAW
Antirequisites: LW% or BSB111  Assumed knowledge: Students who have studied any Australian Bachelor of Laws Unit are not permitted to do this unit.  Credit points: 12

MGB200 LEADING ORGANISATIONS
This unit introduces you to a range of perspectives in understanding human behaviour and its context within organisation structures. The unit also enables you to interpret, analyse, evaluate and explain conditions and consequences of work in organisations with a view to understanding and appreciating complex management issues in day to day experiences in business.

Prerequisites: BSB115 or CTB115  Antirequisites: MGB211, CTB211, MGB222, CTB232  Equivalents: MGX200  Credit points: 12  Contact hours: 3  Campus: Gardens Point and Caboolture  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

MGB210 MANAGING OPERATIONS
This unit extends general management approaches to the production operations subsystems of service and manufacturing organisations. The unit focuses on the deployment of productive resources in order to maximise the added value of services and products. Issues of quality and efficiency are considered analytically in terms of broader strategies and constraints. It considers the opportunities that new technology brings to operational strategies in both manufacturing and service. Project management principles are considered in relation to resource deployment and continuous improvement.

Prerequisites: BSB115 or CTB115  Equivalents: CTB234, MGX210  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point and Caboolture

Teaching period: 2011 SEM-1 and 2011 SEM-2

MGB223 ENTREPRENEURSHIP AND INNOVATION
This unit introduces students to the nature and characteristics of entrepreneurship and innovation and explores the inter-relationship between the two within contemporary economies from managerial perspective. Learning will be directed towards developing the theoretical and applied knowledge, skills, and attitudes that will support and enhance innovation and enterprise creation activity, through the development of a business plan. The unit is designed for those individuals interested in creating a new venture or working in industries as employees of venture owners or those that serve this sector. Students will have opportunity to build a comprehensive plan of their business concept.

Prerequisites: BSB115 or CTB115  Equivalents: CTB223, MGX223  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point and Caboolture

Teaching period: 2011 SEM-1 and 2011 SEM-2

MGB225 INTERCULTURAL COMMUNICATION AND NEGOTIATION SKILLS
The course develops students’ abilities to identify and resolve problems in cross-cultural communication or negotiation situations where cultural differences have created misunderstandings or undesirable or unexpected outcomes. It first explores the concept of ‘national culture’ by considering the work of major theorists of cultural value dimensions - from Hall to Schwartz. Students are encouraged to analyse communication/negotiation process issues in terms of these value dimensions and to practise managing the process of communication/negotiation to improve their outcomes.

Prerequisites: BSB115, CTB115, BSB119 or BSB124  Antirequisites: MGB312  Equivalents: IBB205, MGX225  Credit points: 12  Contact hours: 3  Campus: Gardens Point and Caboolture

Teaching period: 2011 SEM-1 and 2011 SEM-2

MGB310 SUSTAINABILITY IN A CHANGING ENVIRONMENT
This unit provides participants with an opportunity to investigate selected and critical issues in the relationship between business activity and the imperative of creating sustainable futures. The unit draws on interdisciplinary sources to encourage the development of a systemic view that incorporates global, corporate, and personal levels of
SWB103 CONTEMPORARY SOCIAL AND COMMUNITY ISSUES

This unit explores a number of contemporary social issues relating to social marginalisation and human disadvantage. It locates these issues in a theoretical and descriptive framework thus providing students with both knowledge and analytical skills that are necessary for the ongoing exploration of social issues. It explores the connection between forces at a macro level and human disadvantage and examines the value assumptions that sustain structural inequity. It encourages students to reflect on the implications of structural disadvantage for human service practice and the role of the human service worker as a participant in civil society. [SWB103 is incompatible with HHB103]

**Antirequisites:** SWB108  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2011 SEM-2

SWB104 INTERPERSONAL COMMUNICATION

This unit introduces skills and processes of interpersonal communication as modified by culture, gender and power. Microskills are developed including building rapport, reflective listening, questioning to understand, facilitating and advocating for clients of human services. Interviewing skills and skills in group communication are highlighted. Collaborative models are emphasised and special application includes third party involvement in communication. [SWB104 is incompatible with HHB113]

**Credit points:** 12  **Teaching period:** 2010 SEM-2 and 2010 SUM-1

SWB105 INTRODUCTION TO HUMAN RIGHTS AND ETHICS

This unit explores a range of contemporary national, regional and international human rights challenges and issues. It examines the relationship between human rights, the human rights system and critically important global problems including climate change, poverty, terrorism and oppressive forms of intolerance. It offers opportunities to investigate thematic concerns relating to women, youth, indigenous peoples and minority groups as well as specific topics such as human trafficking, harmful cultural practices, workers rights and child soldiers. The unit draws on a number of academic disciplines and makes extensive use of the Internet and information, communication and collaborative technologies. There are a number of interesting options open for assessment. [SWB105 is incompatible with HHB114]

**Antirequisites:** HHB114  Credit points: 12  Campus: Gardens Point and Kelvin Grove  Teaching period: 2011 SEM-1 and 2011 SEM-2

SWB204 CHILD AND FAMILY SERVICES: INTRODUCTION

This unit prepares participants to make a significant contribution to the sustainable development of organisations and society. The unit will be of value to business and non-business students seeking careers in private, public, and not-for-profit sectors.

**Prerequisites:** MGB200, MGB211, CTB211, MGB222, or CTB232  **Antirequisites:** MGB334, CTB334, MGB212

**Equivalents:** MGB324  **Contact hours:** 3  **Campus:** Gardens Point and Caboolture  **Teaching period:** 2011 SEM-2

**MG324 MANAGING BUSINESS GROWTH**

This unit is designed to provide skills in the analysis, solutions and implementation of the general management issues that SME owners have to manage in their growing operations. The unit brings together the different functional aspects of managing an established SME and how they are best managed from the owner’s (general manager’s) point of view. It also provides opportunity to bring students into contact with real world SME owners and their venture management issues.

**Prerequisites:** MGB223  **Equivalents:** MGB218, MGX324  **Credit points:** 12  **Contact hours:** 3  **Campus:** Gardens Point and Caboolture  **Teaching period:** 2011 SEM-1

PYB007 INTERPERSONAL PROCESSES AND SKILLS

Psychology is generally a people-based profession with many positions involving not only understanding and testing people but communicating with them. More broadly however in most areas of modern work, and indeed within personal relationships, people need developed interpersonal skills and the ability to conceptualise interactive processes. The microskills for communication are also the foundation for helping relationships and counselling.

**Antirequisites:** PYB074, HHB113, PYB111  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point and Kelvin Grove  **Teaching period:** 2011 SEM-1 and 2011 SEM-2

**SWB100 INTRODUCTION TO HUMAN SERVICES AND SOCIAL WORK**

This unit provides an introduction to human services and social work and locates this within the broader context of the welfare state. It examines both the history, and global and national forces, which shape the current direction of welfare policy and the human service industry. The purpose of human service work and the various roles a human service worker may undertake or utilise are explored. The unit challenges students to reflect on their own understandings of human services and human service work, and provides a foundation for detailed study in later years of the course. [SWB100 is incompatible with HHB100]

**Antirequisites:** HHB100  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1
This unit is designed to introduce second year students to child and family welfare studies and focuses on approaches to supporting families and promoting change. Initially students will gain an overview of issues facing contemporary Australian families that contribute to family adversity and examine responses to the welfare needs of children and families, including Indigenous families. Students will then critically examine characterisations of successful family relationships and parenting, theories on causes and effects of domestic violence and child maltreatment and the effect of maltreatment on children. [SWB204 is incompatible with HHB204]

**Antirequisites:** HHB204  **Credit points:** 12  **Campus:** Kelvin Grove

**SWB206 DISABILITY SERVICES: INTRODUCTION**

This unit links social justice, human rights and empowerment philosophies underpinning courses in the School. It examines the implications of these broad principles in the lives of people with disabilities. The unit explores the theoretical, social and political frameworks for analysing and understanding disability, the principles underpinning current service provision and their impact on the lives of people with disabilities using the service. Also explored are the cultural values and assumptions about disability, and the processes by which these values are translated into human service activity. Finally, the unit examines individual program planning and skill development practices. [SWB206 is incompatible with HHB206]

**Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**SWB207 SERVICES TO YOUNG PEOPLE: INTRODUCTION**

This unit provides an introduction to human services practice with young people. It gives students an overview from both theoretical and operational perspectives. The various theoretical and popular understandings about 'youth' or 'adolescence' which condition human services provision to young people will be critically explored. Diversity and marginalisation among young people in relation to socio-economic status, gender, race and ethnicity, disability, sexual identity, and geographic location will be examined. The unit briefly overviews contemporary policies, services, and practice frameworks oriented to young people. [SWB207 is incompatible with HHB207]

**Credit points:** 12  **Campus:** Kelvin Grove

**SWB208 INTRODUCTION TO PRACTICE**

Human services professionals are required to demonstrate competency in a number of core areas including, 'Use of Self and Relationship Skills', 'Needs Assessment and Interventions', 'Values and Ethics', 'Working in the Context of the Organisation', 'Basic Workplace Practices and Skills', and 'Professional Development'. These are the six core competencies of Human Services practice which underpin human service degrees at QUT. This unit is designed to provide students with the opportunity to gain an introductory understanding of organisational and practice related knowledge by undertaking a practice experience at a human services agency totalling 140 hours. [SWB208 is incompatible with HHB208]

**Prerequisites:** (SWB100 or HHB100), (SWB104 or HHB113 or PYB007), SWB209. SWB209 may be studied concurrently  **Antirequisites:** SWB201  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**SWB209 DEVELOPING PROFESSIONAL FRAMEWORKS**

In this unit students are required to attend a series of seminars/workshops that have been designed to provide them with the opportunity to gain specific knowledge and process skills for development of an initial framework for professional practice. [SWB209 is incompatible with HHB209]

**Prerequisites:** (SWB100 or HHB100), (SWB220 or SWB221). SWB220 and SWB100 may be enrolled in the same teaching period as SWB209  **Antirequisites:** SWB201  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-1

**SWB211 CASEWORK AND CASE MANAGEMENT**

Casework and case management are the predominant human services practice methods and involve a range of processes and skills to ensure that service outcomes are effective and efficient. This unit compares and contrasts casework and case management strategies and approaches across a variety of practice contexts and scenarios. Students explore and analyse primary skills, tasks and roles including assessment, referral, brokering, review, advocacy, record keeping and workload management. Key learning strategies include problem based learning and the review, design and modification of a case management system for a particular practice context. Assessment is a scenario based exam and project paper. [SWB211 is incompatible with HHB211]

**Antirequisites:** HHB211  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2011 SEM-2

**SWB212 COMMUNITY WORK**

Community work as a distinct intervention skill is defined. The unit provides background to community work in Australia. Models of community work are introduced and analysed. Basic skills and techniques are developed: entering a community; building community involvement; developing community action; managing common problems. [SWB212 is incompatible with HHB212]

**Antirequisites:** HHB212, HHB216, SWB216  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:**
SWB214 TEAM PRACTICE AND GROUP PROCESSES
A significant methodology used in human service work involves facilitating, supporting or consulting with various groups of people. This unit focuses on the development of skills to utilise this type of intervention appropriately. The unit aims to provide a basic understanding of the various uses to which group processes may be applied. Group work is located as an intervention process within the human service arena as distinguished from other processes at individual, community and societal level. [SWB214 is incompatible with HHB214]
Credit points: 12   Campus: Kelvin Grove

SWB216 THE HUMAN DIMENSIONS OF SPACE
This unit is a component of the Community Studies major and covers the role of space in contemporary societies: key types of spaces and patterns in their usage: spaces as sites for cultural and symbolic expression; understanding the way inequality can and is reproduced through the configuration and management of space; understanding the way particular public spaces are used and experienced by particular sections of the community eg young people; key issues in public space configuration, management and policy eg enhancing social inclusion, safety and security; links between the economic and social, new urbanism; emerging theory and ideas about good practice in the development or reconfiguration of public and community accessed public spaces. [SWB216 is incompatible with HHB216]
Antirequisites: SWB212   Credit points: 12   Campus: Kelvin Grove   Teaching period: 2011 SEM-2

SWB219 ETHICAL AND LEGAL DIMENSIONS OF HUMAN SERVICES AND SOCIAL WORK
This unit aims to produce graduates who have a comprehensive knowledge of the ethical and legal dimensions of human service practice and an understanding of the relevance of such dimensions for professional practice and the empowerment of the disadvantaged. [SWB219 is incompatible with HHB277]
Prerequisites: SWB100 and SWB105   Antirequisites: HHB277   Credit points: 12   Campus: Kelvin Grove

SWB220 PRACTICE THEORIES
This unit is intended to enable you to develop an understanding of the major theoretical approaches (practice perspectives, practice theories and practice models) underpinning human service practice and critically examine the way theoretical concepts and disciplinary knowledge inform intervention process. [SWB220 is incompatible with HHB278]
Antirequisites: HHB278   Credit points: 12   Campus: Kelvin Grove   Teaching period: 2011 SEM-1

SWB221 SOCIAL WORK PROCESSES AND METHODS
This unit is intended to enable students to develop knowledge and application skills in practice processes and methods central to social work and human service practice contexts. It aims to orient students to core human service and social work practice processes and methods and enable them to appropriately use these across diverse settings. [SWB221 is incompatible with HHB279]
Credit points: 12   Campus: Kelvin Grove   Teaching period: 2011 SEM-1

SWB222 ADVANCED COMMUNICATION FOR HUMAN SERVICES AND SOCIAL WORK
[This is a designated unit]
Developed interpersonal communication skills are the cornerstone for both personal and professional relationships. Human service and social work in a broad sense, aim to help people in their struggle for self determination and social justice. At a fundamental level, the struggle for independence, justice and empowerment is facilitated by interpersonal processes involving the effective use of communication and conflict resolution skills. This unit builds the fundamental communication skills essential for professional social work within a diversity of practice settings. It pays particular attention to the needs of Indigenous peoples and clients from ethnically and culturally diverse backgrounds. It develops necessary skills in interpersonal dynamics, interviewing, empathic engagement, relationship building, working with resistant clients, alternate dispute resolution and reflective practice. [SWB222 is incompatible with HHB282], [Designated unit]
Prerequisites: HHB113 or SWB104 or PYB007   Antirequisites: HHB215   Credit points: 12   Campus: Kelvin Grove   Teaching period: 2011 SEM-1

SWB301 ADVANCED PROFESSIONAL PRACTICE
The Advanced Professional Practice unit is a vital part of the Human Services course and a time for final year students to link the theoretical component of the course to the human services agency context. The final practice unit will provide students with the opportunity to reflect upon their learning goals and choose appropriate placements where they will develop their role as a professional human services practitioner by undertaking 400 hours of practical work experience. The time in the field will be complimented by university workshops, liaison visits from University staff and peer group experiences. The outcome of this placement will provide students with a sound platform from which to move from the university setting to the professional practice arena. [SWB301 is incompatible with HHB301]
Prerequisites: (SWB200 or HHB200), (SWB208 or HHB208), (SWB209 or HHB209), (SWB219 or HHB277), (SWB220 or HHB278) and (SWB221 or HHB279)
Antirequisites: SWB314, SWB315, HHB301   Credit
points: 36    Campus: Kelvin Grove    Teaching period:
2011 SEM-1 and 2011 SEM-2

SWB302 SOCIAL POLICY PROCESSES
This unit includes the following: conceptualising economic, structural change in Australia; understanding emergent ideas about state and society; identifying and contrasting alternative social policies and strategies. The major debates in Social Policy are explored. Analyses of Australia’s response and the impact on redistribution in the Welfare State. Current analyses of health, housing, income security, immigration and family policies at federal, state and local government level. [SWB302 is incompatible with HHB213]
Prerequisites: SWB400    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-2

SWB304 CHILD AND FAMILY SERVICES: ADVANCED
The unit extends and deepens knowledge gained in Child and Family Introduction. You will particularly focus on developing a framework for assessment with families and gain further knowledge for practice with families who are refugees, where there is domestic violence and in the hospital context. Emphasis is placed on developing strategies to promote the participation of children and young people. You will also enhance skills of identifying worthwhile service change and submission writing. [SWB304 is incompatible with HHB304]
Prerequisites: SWB204 or HHB204    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1

SWB305 COMMUNITY AND YOUTH CORRECTIONS
This unit recognises the need for an overview and understanding of the Queensland community and youth correction systems by Human Service and Social Work practitioners. It provides the legislative framework and structures, processes and principles of the youth and criminal justice system. It explores evidence based interventions and provides practice models and assessment frameworks.

It provides theory and practice skills for working with Indigenous people and examines the role of practitioners in Youth Justice Services and the Department of Corrective Services. The unit requires all students to engage in independent and group activity through seminars, to engage in case studies, critical reflection and active discussions. [SWB305 is incompatible with HHB305]
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1

SWB306 DISABILITY SERVICES: ADVANCED
This unit builds on concepts and issues introduced in the Disability Services: Introduction unit and is designed to promote understanding of the knowledge required to undertake policy and service development activities within the disability sector. It explores the range of service models relevant to people with a disability across their lifespan. Additionally, it examines the quasi-legal and policy aspects of working in disability service organisations, along with some of the ethical dilemmas inherent in human service provision with particular relevance to people with a disability. [SWB306 is incompatible with HHB306]

Prerequisites: SWB206 or HHB206    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1

SWB307 SERVICES TO YOUNG PEOPLE: ADVANCED
Many of the positions available in the human services industry and oriented to young people require specific knowledge, skills and understandings. This unit involves an in-depth exploration of contemporary and emerging areas of direct and indirect practice with young people. Included are early intervention and prevention, youth policy analysis and development, juvenile justice practice, youth and family work, youth health practice, public space practice, accommodation and housing practice, and the interface between human services practice and schools. The unit also examines the legal and ethical dimensions of direct practice as an integral part of the unit. [SWB307 is incompatible with HHB307]
Prerequisites: SWB207 or HHB207    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1

SWB308 CHILD PROTECTION INTERVENTION SKILLS
This unit will focus on the development of skills for assessment and intervention to safeguard the welfare and rights of children and young people in families where personal and environmental challenges compromise the child or young person's safety. Particular attention will be paid to skills and processes necessary for maintaining a child-focused approach when working with families who have multiple and complex needs. [SWB308 is incompatible with HHB319]
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2011 SEM-1

SWB309 RESEARCH METHODS FOR PROFESSIONAL PRACTICE
This unit focuses attention on research methods specifically appropriate to the context of social work practice. Social service organisations are increasingly interested in methods for evaluating and authenticating program outcomes. Furthermore, professionals in these organisations need processes and procedures to analyse and address practice problems and contribute to the evaluation and development of models for service delivery. This unit equips you with knowledge and skills to investigate models of service and practice questions and to develop recommendations for change. A range of particular methods for developing,
evaluating and improving models of social service and social care delivery will be examined. [SWB401 is incompatible with HHB401]

**Prerequisites:** SWB100 or HHB100  
**Credit points:** 12  
**Teaching period:** 2011 SEM-1