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

Year offered: 2013
Admissions: Yes
CRICOS code: 058291E
Course duration (full-time): 4 years
Domestic Fees (indicative): 2013: CSP $3,300 (indicative) per Semester (48 credit points)

Student Services and Amenities Fee
You'll need to pay the Student Services and Amenities Fee (SSAF) as part of your course costs. More information on the SSAF - http://www.student.qut.edu.au/fees-and-finances/study-costs/fee-schedule/table-I-student-services-and-amenities-fee

Start month: February
QTAC code: 429062
Past rank cut-off: 80
Past OP cut-off: 10
OP Guarantee: Yes
Deferment allowed: Yes
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Enquiries to ci@qut.edu.au or 07 3138 8114; Human Services: socialwork@qut.edu.au or 07 3138 4697
Campus: Kelvin Grove
Attendance: Full-time

Assumed knowledge: English
Assumed knowledge notes: We assume that you have knowledge equivalent to four semesters at high school level (Years 11 and 12) with sound achievement (4, SA). For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge

Course requirements
Working with Children Check: blue card You'll need to apply for a blue card because you'll be working with children or young people as part of this course. There's no cost if you apply through QUT.

Submit your blue card application to the QUT Student Centre as early as possible - ideally, as soon as you've received your offer.

If you don't receive your blue card before the start of a unit that requires contact with children, you may be unable to participate and your grades may be affected. You may also still have to pay fees for the unit. How to apply for a blue card - http://student.qut.edu.au/studying/jobs-and-work-experience/work-experience-and-placements/blue-cards

Off-campus placements
Students will be required to undertake placements off campus and will need to cover travel and accommodation costs.

Course highlights
- Combine professional practice in youth, disability, or child and family services with a creative interest for community or cultural development.
- Complete 2 separate degrees in 4 years full-time.
- Design your own degree by exploring your creative talents and choosing a Creative Industries major, as well as studying human services.
- Experience 500 hours of Human Services practical placement, including opportunities for overseas placements.

Details:

Career options
Graduates of this course have skills suitable for areas that combine human services and creative skills, for example, community development, cultural development, youth arts and disability arts. You will be able to combine professional practice in corrective, disability, youth or child and family services with studies from a range of creative industries majors. These include animation; art and design history; creative and professional writing; dance; drama; entertainment industries; fashion; film, television and screen; interactive and visual design; journalism; literary studies; media and communication; or music.

Professional recognition
Graduates are eligible for membership of the Australian Institute of Welfare and Community Workers.

IX43 - Full-time for students commencing 2013

Year 1, Semester 1

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB100</td>
<td>Orientation to Social Work and Human Services</td>
</tr>
<tr>
<td>SWB105</td>
<td>Introduction to Human Rights and Ethics</td>
</tr>
</tbody>
</table>
### Year 1, Semester 2

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB108</td>
<td>Australian Society, Systems and Policies</td>
</tr>
<tr>
<td>PYB007</td>
<td>Interpersonal Processes and Skills</td>
</tr>
<tr>
<td>KKB102</td>
<td>Creative Industries: Making Connections</td>
</tr>
</tbody>
</table>

### SELECT Creative Industries Major: First Unit

### Year 2, Semester 1

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB201</td>
<td>Human Services Practice Placement 1</td>
</tr>
</tbody>
</table>

### SELECT A unit from the Level 1 Unit Options (either KIB101 or KPB101 or KVB104):

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>KIB101</td>
<td>Visual Communication</td>
</tr>
<tr>
<td>KPB101</td>
<td>Introduction to Film, TV and New Media Production</td>
</tr>
<tr>
<td>KVB104</td>
<td>Photomedia and Artistic Practice</td>
</tr>
</tbody>
</table>

### SELECT Creative Industries Major: Second Unit

### Year 2, Semester 2

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB211</td>
<td>Casework and Case Management</td>
</tr>
<tr>
<td>OR</td>
<td></td>
</tr>
<tr>
<td>SWB212</td>
<td>Community and Place Based Practice</td>
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<tr>
<td>OR</td>
<td></td>
</tr>
<tr>
<td>SWB204</td>
<td>Introduction to Child and Family Services</td>
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<tr>
<td>OR</td>
<td></td>
</tr>
<tr>
<td>SWB207</td>
<td>Introduction to Youth Services</td>
</tr>
</tbody>
</table>

### SELECT A unit from the Level 2 Unit Options (either KTB211 or KXB202):

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>KTB211</td>
<td>Creative Industries Events and Festivals</td>
</tr>
<tr>
<td>KXB202</td>
<td>Project Management for Entertainment</td>
</tr>
</tbody>
</table>

### SELECT Creative Industries Major: Third Unit

### Year 3, Semester 1

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB220</td>
<td>Practice Theories</td>
</tr>
<tr>
<td>SWB221</td>
<td>Professional Practice Processes and Assessment</td>
</tr>
</tbody>
</table>

### SELECT Creative Industries Major: Fourth Unit

### SELECT Creative Industries Major: Fifth Unit

### Year 3, Semester 2

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB219</td>
<td>Legal and Ethical Dimensions of Social Work and Human Services</td>
</tr>
</tbody>
</table>

### SELECT Creative Industries Major: Sixth Unit

### SELECT Creative Industries Major: Seventh Unit

### SELECT Creative Industries Major: Eighth Unit

### SELECT A unit from the Creative Industries University Wide or Creative Industries Faculty Only Unit Options

### Year 4, Semester 1

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB222</td>
<td>Advanced Communication for Social Work and Human Services</td>
</tr>
<tr>
<td>SWB304</td>
<td>Child Protection and Family Practice</td>
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<tr>
<td>OR</td>
<td></td>
</tr>
<tr>
<td>SWB307</td>
<td>Youth Services Practice</td>
</tr>
</tbody>
</table>

### SELECT A unit from the Creative Industries University Wide or Creative Industries Faculty Only Unit Options

### SELECT A unit from the Transitions to New Professional Environments Unit Options

### Year 4, Semester 2

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>SWB314</td>
<td>Human Services Practice Placement 2</td>
</tr>
<tr>
<td>SWB315</td>
<td>Transition to Human Services Practice</td>
</tr>
</tbody>
</table>

### SELECT A unit from the Transitions to New Professional Environments Unit Options

### Creative Industries Majors

### 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.

### Changes to Majors from 2012

* A number of second majors have been revised. Units completed that are no longer listed will still count toward completion of the second majors.

* Please note: Some units have been recoded, renamed or discontinued. Refer to the Equivalence Table for further information.
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.

SELECT 48cp from the Introductory Animation Unit Options

KNB112 Drawing for Animation 1
KNB121 Animation History and Practices
KNB122 Drawing for Animation 2
KNB123 Animation and Motion Graphics
KNB124 3D Animation 1

SELECT 48cp from the Advanced Animation Unit Options

KNB211 3D Animation 2
KNB212 Real-time 3D Computer Graphics
KNB221 Animation: CG Toolkit
KNB222 Virtual Environments
KNB311 Advanced Concepts in Computer Animation 1
KNB312 Contemporary Issues in 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.

SELECT 96cp from the Art and Design History Unit Options

DAB325 Architecture in the 20th Century
DAB420 Architecture, Culture and Space
DEB202 Introducing Design History

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.

SELECT 48cp from the Introductory Creative and Professional Writing Unit Options

KPB116 Introduction to Scriptwriting
KWB101 Introduction to Creative Writing
KWB103 Persuasive Writing
KWB104 Creative Writing: the Short Story
KWB107 Creative Non-Fiction
KWB112 Youth and Children's Writing

SELECT 48cp from the Advanced Creative and Professional Writing Unit Options

KWB207 Great Books: Creative Writing Classics
KWB211 Stylistics
KWB213 Corporate Writing and Editing
KWB303 Writing and Publishing Industry
KWB306 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. For health and safety reasons, admission to this major is dependent upon an appropriate level of physical fitness to prevent injury, and having no pre-existing injuries or structural/physical issues that would prevent your safe and full participation in all physical activities within its practical units. You may be required to confirm your fitness to attempt this major. If so, you must obtain a physiotherapists report and have it approved by the Dance Study Area Coordinator before you will be permitted to enrol in this major.

**SELECT** 48cp from the Introductory Dance Unit Options
- **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
- **KDB120** Dance Practice 1
- **KDB121** Dance Practice 2

**SELECT** 48cp from the Advanced Dance Unit Options
- **KDB204** Australian Dance
- **KDB205** Teaching Dance
- **KDB225** Music Theatre Skills
- **KDB231** Latin Dance Party

**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.

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

**SELECT** 48cp from the Introductory Drama Unit Options
- **KTB101** Understanding Theatre
- **KTB102** Process Drama
- **KTB104** Performance Innovation
- **KSB106** Acting Fundamentals

**SELECT** 48cp from the Advanced Drama Unit Options
- **KDB225** Music Theatre Skills
- **KTB207** Staging Australia
- **KTB210** Creative Industries Management
- **KTB211** Creative Industries Events and Festivals
- **KTB213** Directing Theatre
- **KTB302** Postdramatic Theatre
- **KTB305** The Entrepreneurial Artist

**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 KPB116. BSB126 is mandatory unless you are already undertaking it as part of another study package.
- **BSB126** Marketing
- **KPB116** Introduction to Scriptwriting

**Entertainment Industries Core Units:**

- **AMB207** Entertainment Marketing
- **KKB101** Introduction to Entertainment
- **KKB102** Global Entertainment
- **KKB201** Entertainment Practice: Balancing Creativity and Business
- **KKB301** Entertainment Industries Map
- **LWS008** Entertainment Law
- **LWS009** Introduction to Law

*Note: Students who have completed a LW unit or BSB111 as a core unit in their course will be permitted to undertake KPB116 instead of LWS009. Please contact ci@qut.edu.au to arrange this variation.*

*Note: AMB200 or KCB301 will be permitted to count towards this study package if completed in 2010 or earlier. KPB101 will be permitted to count towards this study package if completed in 2011 or earlier.*

**Fashion**

*Description: This 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 major.

SELECT  48cp from the Introductory Fashion Unit Options
KFB103  Introduction to the Industry of Fashion
KFB104  Sustainability: The Materiality of Fashion
KFB107  Drawing for Fashion
KFB108  Unspeakable Beauty 1: A History of Dress and Fashion
KFB109  Unspeakable Beauty 2: Fashion and Modernity
SELECT  48cp from the Advanced Fashion Unit Options
KFB205  Fashion and Style Journalism
KFB207  Contemporary Fashion
KFB209  Ragtrade: The Business of Fashion
KFB210  Fashion and Costume in Film
KFB211  Product Design and Development in the Fashion Industry
KFB305  Critical Fashion Studies

*Note: KCB203, KFB106, KFB206, KFB208, KFB304 and KVB213 will be permitted to count towards this study package if completed in 2011 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.

SELECT  48cp from the Introductory Film, Television and Screen Unit Options
KPB101  Introduction to Film, TV and New Media Production
KPB105  Narrative Production
KPB109  Film and TV History
KPB110  The Movie, TV and New Media Business
KPB112  TV and Film Genres
KPB113  TV and Film Text Analysis

SELECT  48cp from the Advanced Film, Television and Screen Unit Options
KPB205  Documentary Theory and Practice
KPB206  International Cinema
KPB210  Production Management for Film, TV and New Media
KPB212  Australian Film and TV
KPB303  Critical Thinking About Television and Film
KPB313  Producing for Film, TV and New Media

*Note: KPB202 and KPB203 are permitted to count towards this study package.

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.

NOTE: It is recommended that you review the requisite requirements for units to ensure your unit selection enables you to successfully complete the requirements of this major. KIB120 and KIB103 are highly recommended to be undertaken as first year units as they are requisites for many advanced units, but this is not compulsory.

SELECT  48cp from the Introductory Interactive and Visual Design Unit Options
KIB101  Visual Communication
KIB102  Visual Interactions
KIB103  Introduction to Web Design and Development
KIB109  Design for Interactive Media
KIB120  Graphic Design
KNB112  Drawing for Animation 1

SELECT  48cp from the Advanced Interactive and Visual Design Unit Options
KIB201  Concept Development for Game Design and Interactive Media
KIB204  Web Interface Design
KIB205  Programming for Visual Designers and Artists
KIB207  Theories of Visual Communication
KIB216  Advanced Web Design
Journalism

* Description: This second major offers you a range of options to develop an understanding of the parameters of the journalism field. The second major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting.

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

SELECT 96cp from the Journalism Unit Options

KJB101 Computational Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KFB205 Fashion and Style Journalism
KJB103 Media Design and Layout
KJB222 Online Journalism 1
KJB224 Feature Writing
KJB239 Journalism Ethics and Issues
KJB280 International Journalism
KJB304 Sub-Editing

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.

SELECT 96cp from the Literary Studies Unit Options

KWB108 Introduction To Literary Studies
KWB109 Writing Australia

Media and Communication

* Description: This second major offers you a range of options to develop an understanding of the parameters of the professional communication field. The second major enables 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.

2013 changes to this second major include:

* the discontinuation of KCB207 Exploring New Media Worlds. Completion of this unit prior to 2013 will be permitted to count toward this study area.

SELECT 48cp from the Introductory Media and Communication Unit Options

KCB101 Media and Communication Texts
KCB102 Media Mythbusting
KCB103 Strategic Speech Communication
KCB104 Media and Communication: Industries
KCB105 Inquiry in Media and Communication

SELECT 48cp from the Advanced Media and Communication Unit Options

KCB203 Consumption Matters: Consumer Cultures and Identity
KCB205 Professional Communication
KCB206 Internet, Self and Beyond
KCB301 Media Audiences

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.

SELECT 48cp from the Music Unit Options

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

**SELECT** 48cp from the Introductory Music Unit Options
- 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

**SELECT** 48cp from the Advanced Music Unit Options
- KDB225 Music Theatre Skills
- KMB200 Music Scenes and Subcultures
- KMB215 The Music Industry
- KMB252 Multi-Platform Sound Design

Please note: KKB345 is permitted to count towards this study area if completed in 2010 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 Work Integrated Learning 1
- KKB342 Work Integrated Learning 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**

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
* KC30, KK33, KK34, KK35, KJ32, KM32 and IF27 students ONLY are permitted to select Unit Options from outside of the Creative Industries Faculty

**Animation**
- KNB121 Animation History and Practices
- KNB122 Drawing for Animation 2
- KNB123 Animation and Motion Graphics
- KNB124 3D Animation 1
- KVB114 Digital Media

**Creative Writing & Literary Studies**
- KWB101 Introduction to Creative Writing
- KWB103 Persuasive Writing
- KWB104 Creative Writing: the Short Story
- KWB107 Creative Non-Fiction
- KWB108 Introduction To Literary Studies
- KWB109 Writing Australia
- KWB112 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
- KWB211 Stylistics
- KWB212 Writing Poetry
- KWB213 Corporate Writing and Editing
- KWB308 Wonderlands: Literature and Culture in the 19th Century
- KWB309 Popular Fictions, Popular Culture
- KWB303 Writing and Publishing Industry
- KWB304 Editing and Developing the Manuscript
- KWB313 Novel and Memoir

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

**Dance**
<table>
<thead>
<tr>
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</tr>
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<tbody>
<tr>
<td>KDB105</td>
<td>Architecture of the Body</td>
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<td>KDB106</td>
<td>Dance Analysis</td>
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<td>KDB225</td>
<td>Music Theatre Skills</td>
</tr>
<tr>
<td>KDB231</td>
<td>Latin Dance Party</td>
</tr>
<tr>
<td>KPB101</td>
<td>Introduction to Film, TV and New Media Production</td>
</tr>
<tr>
<td>KPB109</td>
<td>Film and TV History</td>
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<td>KPB110</td>
<td>The Movie, TV and New Media Business</td>
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<tr>
<td>KPB116</td>
<td>Introduction to Scriptwriting</td>
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<tr>
<td>KPB205</td>
<td>Documentary Theory and Practice</td>
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<td>KPB206</td>
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<td>Critical Thinking About Television and Film</td>
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<td>KPB313</td>
<td>Producing for Film, TV and New Media</td>
</tr>
</tbody>
</table>

Please note the following unit changes:

*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.

*KPB207 is permitted to count as a Unit Option if completed in 2011 or earlier.

**Interactive & Visual Design**

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<tr>
<td>KIB101</td>
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<tr>
<td>KIB102</td>
<td>Visual Interactions</td>
</tr>
<tr>
<td>KIB103</td>
<td>Introduction to Web Design and Development</td>
</tr>
<tr>
<td>KIB109</td>
<td>Design for Interactive Media</td>
</tr>
<tr>
<td>KIB120</td>
<td>Graphic Design</td>
</tr>
<tr>
<td>KIB201</td>
<td>Concept Development for Game Design and Interactive Media</td>
</tr>
<tr>
<td>KIB202</td>
<td>Enabling Immersion</td>
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<td>KIB205</td>
<td>Programming for Visual Design and Artists</td>
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<td>KIB231</td>
<td>Typography and Illustration</td>
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<td>KIB309</td>
<td>Embodied Interactions</td>
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<tr>
<td>KIB314</td>
<td>Tangible Media</td>
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<tr>
<td>KIB338</td>
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**Fashion**

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<tbody>
<tr>
<td>KFB103</td>
<td>Introduction to the Industry of Fashion</td>
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<td>KFB104</td>
<td>Sustainability: The Materiality of Fashion</td>
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<td>KFB108</td>
<td>Unspeakable Beauty 1: A History of Dress and Fashion</td>
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<td>KFB109</td>
<td>Unspeakable Beauty 2: Fashion and Modernity</td>
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<td>KFB207</td>
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<td>KFB209</td>
<td>Ragtrade: The Business of Fashion</td>
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<td>KFB210</td>
<td>Fashion and Costume in Film</td>
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* Please note: KFB101 and KFB102 are permitted to count as Unit Options if completed in 2011 or earlier.

**Film & Television**

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<tbody>
<tr>
<td>KPB101</td>
<td>Introduction to Film, TV and New Media Production</td>
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<td>KPB109</td>
<td>Film and TV History</td>
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<td>KPB110</td>
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<td>KPB112</td>
<td>TV and Film Genres</td>
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<td>KPB113</td>
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<td>KPB205</td>
<td>Documentary Theory and Practice</td>
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<td>KPB206</td>
<td>International Cinema</td>
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**Journalism**

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<tr>
<td>KJB101</td>
<td>Computational Journalism</td>
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<td>KJB120</td>
<td>Newswriting</td>
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<td>KJB121</td>
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<td>KJB224</td>
<td>Feature Writing</td>
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<td>KJB280</td>
<td>International Journalism</td>
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<td>KJB337</td>
<td>Investigative Reporting</td>
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**Media & Communication**

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<tbody>
<tr>
<td>KCB101</td>
<td>Media and Communication Texts</td>
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<td>KCB102</td>
<td>Media Mythbusting</td>
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<td>KCB103</td>
<td>Strategic Speech Communication</td>
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<td>KCB104</td>
<td>Media and Communication: Industries</td>
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<td>KCB105</td>
<td>Inquiry in Media and Communication</td>
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<td>KCB203</td>
<td>Consumption Matters: Consumer Cultures and Identity</td>
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<td>KCB206</td>
<td>Internet, Self and Beyond</td>
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<td>KCB302</td>
<td>Political Communication</td>
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* Please note: KKB101 and KKB102 are permitted to count as Unit Options if completed in 2011 or earlier.
Music & Sound
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
KMB215  The Music Industry
KMB216  Audio / Visual Interaction
KMB252  Multi-Platform Sound Design

Performance Studies
KRB120  Scenography and the Art of Technical Theatre
KRB220  The Scenographic Divide
KSB106  Acting Fundamentals
KTB101  Understanding Theatre
KTB102  Process Drama
KTB103  Performing Skills 1: Character and Scene
KTB104  Performance Innovation
KTB106  Performing Skills 2: Style and Form
KTB207  Staging Australia
KTB210  Creative Industries Management
KTB211  Creative Industries Events and Festivals
KTB305  The Entrepreneurial Artist
KTB302  Postdramatic Theatre
* Please note: KSB215 is permitted to count as Unit Options if completed in 2010 or earlier.

Visual Arts
KVB102  Modernism
KVB103  Australian Art
KVB104  Photomedia and Artistic Practice
KVB108  Contemporary Asian Visual Culture
KVB110  2D Media and Processes
KVB111  3D Media and Processes
KVB200  Exhibition and Display in the Visual Arts
KVB211  Post 1945 Art
KVB212  Australian Art, Architecture and Design
KVB213  Graphic Investigation
KVB304  Contemporary Art Issues

KVB306  Video Art and Culture
KVB307  Theories of Spatial Culture

Human Services Elective Options Lists

Human Services Elective Options
SWB204  Introduction to Child and Family Services
SWB207  Introduction to Youth Services
SWB304  Child Protection and Family Practice
SWB307  Youth Services Practice
SWB312  International Social Work
SWB405  Advanced Social Work Project
SWB318  Disaster Health: Principles, Planning and Practice
SWB319  Socio Legal Practice

Potential Careers:
Actor, Administrator, Adult/Workplace Educator, Advertising Professional, Aged Services Worker, Animator, Art Project Manager, Arts Administrator, Child Protection Officer, Community Corrections Officer, Community Education Officer, Community Worker, Corrective Services Officer, Creative Writer, Disability Services Worker, Drama Teacher, Educator, Family Services Officer, Fashion Professional, Film Composer, Film/Television Producer, Government Officer, Human Services Practitioner, Information Officer, Internet Professional, Journalist, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Technologist, Musical Director, Organisational Communication Specialist, Policy Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Social Scientist, Sound and Music Producer, Stage Manager, Theatre Professionals, Visual Artist, Web Designer, Youth Worker.

UNIT SYNOPSIS

AMB207 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: 2013 SEM-2
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, BSD126  
Equivalents: BSX126, CTB126  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point and Caboolture  
Teaching period: 2013 SEM-1, 2013 SEM-2 and 2013 SUM

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: 2013 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: 2013 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: 2013 SEM-2

KCB101 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: 2013 SEM-1 and 2013 SEM-2

KCB102 MEDIA MYTHBUSTING
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: 2013 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: 2013 SEM-1 and 2013 SEM-2

KCB104 MEDIA AND COMMUNICATION: 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:** 2013 SEM-2

**KCB105 INQUIRY IN MEDIA AND COMMUNICATION**

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:** 2013 SEM-1

**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:** 2013 SEM-2

**KCB205 PROFESSIONAL COMMUNICATION**

Professional Communication aims to enhance your career prospects by developing a better understanding of communication dynamics between individuals and groups in organisational settings. The unit will sharpen your practical and critical skills in situation analysis, project proposal development, formal document production, sponsor and client presentations, and workplace communication practices. Although the main focus of the unit is on the creative and cultural industries, the content and skills covered are applicable to a range of professions and career options.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2 and 2013 SEM-2

**KCB206 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.

**Equivalents:** KCB201, KCB295  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**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:** 2013 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:** 2013 SEM-1 and 2013 SEM-2

**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

**Equivalents:** KDX104  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**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:** 2013 SEM-2

**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.

**Equivalents:** KDX143  **Credit points:** 12  **Contact hours:** BCI: 4 per week; BFA: 2 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 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.

**Equivalents:** KDB172  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**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:** 5 per week  **Campus:** Kelvin

**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.

**Equivalents:** KDB125  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KDB120 DANCE PRACTICE 1**

All professionals in the field of dance need a comprehensive grounding in the practice of dance. This unit provides the opportunity to hone skills and deepen understanding in contemporary dance and a second dance genre. As an introductory unit in a suite of Dance Practice units, you will develop approaches to learning and reflective practice to enable you to become an effective self-directed practitioner.

**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:** KDB103, KDB180  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KDB121 DANCE PRACTICE 2**

All professionals in the field of dance need a comprehensive grounding in the practice of dance. This unit provides further opportunities to hone skills and deepen understanding in contemporary dance and a second dance genre. As a second unit in a suite of Dance Practice units, you will continue to develop skills in learning and reflective practice to enable you to become an effective self-directed practitioner.

**Prerequisites:** KDB120 or KDB103  **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  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KDB204 AUSTRALIAN DANCE**

This unit includes a study of the ritual, artistic and social functions of dance in contemporary Australian society.

**Equivalents:** KDB114  **Credit points:** 12  **Contact hours:** 3.5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2
KDB205 TEACHING DANCE
This unit includes a practical introduction to philosophies and practices in dance education. The areas of choreography, performance and appreciation are explored as students develop basic teaching and reflective practice skills. This unit is appropriate for students planning to teach dance in the primary, secondary, community or studio context.

Antirequisites: KDP205  Equivalents: KDB117  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 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.

Equivalents: KVB107, KVB107-2, KVB757-2  Credit points: 12  Contact hours: 5 per week  Campus: Kelvin Grove and Caboolture  Teaching period: 2013 SEM-1 and 2013 SEM-2

KFB108 UNSPEAKABLE BEAUTY 1: A HISTORY OF DRESS AND FASHION
Unspeakable Beauty One introduces you to the history of western fashion from the 14th century up until the mid-19th Century. You will be provided with a guide to understanding changes in fashion and style especially in regards to issues of gender and class. This knowledge will assist you in understanding the pivotal role that fashion has played throughout history in defining social and cultural identity. This unit is the first of the suite of Fashion Studies Units offered by the fashion discipline and will provide you with an introduction to the key concepts essential to the study of the history and theory of fashion.

Equivalents: KFB106  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KFB109 UNSPEAKABLE BEAUTY 2: FASHION AND MODERNITY
Unspeakable Beauty 2 introduces you to the history of western fashion from the mid nineteenth century up until the mid twentieth century. You will be provided with a guide to understanding changes in fashion and style especially in regard to theories of modern consumption and production. This unit is the second in the suite of Fashion Studies Units offered by the Fashion Discipline and will provide you with an introduction to key concepts essential in the study of the history of modern fashion.

Equivalents: KFB206, KFB105, KFB408  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 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: 2013 SEM-2

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: 2013 SEM-2

KFB209 RAGTRADE: THE BUSINESS OF 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: 2013 SEM-1

KFB210 FASHION AND COSTUME IN FILM
This unit studies the relationship between fashion and its dissemination through visual culture. Magazines, film, photography, television and new media have been fundamental to the dissemination of fashion information, the construction of stardom and femininity, and to the development of the fashion industry.

This unit examines two creative media, film and the internet. It examines how historically the cross-pollination between the Hollywood Studios, the cosmetic and the clothing industries first, and, more recently, contemporary blogs and internet images have contributed to the formation of discourses of consumer fashion and feminine aesthetic.

By examining internet blogs and images, the unit also studies how fashion media have expanded exponentially, with the advent of the stylist, the pr and the dissemination of fashion images as new global phenomena. Credit points: 12 Campus: Kelvin Grove Teaching period: 2013 SEM-1

KFB211 PRODUCT DESIGN AND DEVELOPMENT IN THE FASHION INDUSTRY
While many would see the role of the designer as an integral part of any fashion brand, many of the largest fashion businesses in the industry are built on a process of product development instead of traditional ideas of design. Rather than working from a blank canvas, the product developer creatively evolves unique and commercial garments from existing ideas and samples to create ranges that are both profitable and easy to outsource for manufacture. Product development requires diverse skills and knowledge in trend analysis, range building, textile selection and sourcing, garment finishing, specification sheets, global operations, marketing, and business to ensure successful project outcomes. By developing a foundation of knowledge in product development this unit aims to prepare students for work in commercial fashion or to assist them with the skills for creating their own product developed fashion brand.

Prerequisites: KFB103 Credit points: 12 Campus: Kelvin Grove Teaching period: 2013 SEM-1

KFB305 CRITICAL FASHION STUDIES
Critical Fashion Studies is the final undergraduate unit in the suite of Fashion Studies units. It consolidates and extends material covered in fashion units such as Unspokeable Beauty (1 & 2) and Contemporary Fashion. In order to develop a critical understanding of fashion it is important that you are introduced to theoretical models and critical debates in the area of fashion scholarship. Embracing an interdisciplinary approach characteristic of current fashion scholarship this unit provides a basis for you to research specific areas of interest in the field of fashion studies. It provides a critical academic context for students interested in pursuing an Honours or Post-Graduate pathway in the Fashion Discipline.

Prerequisites: Completion of 48cp of Fashion discipline units (KFB% units) Credit points: 12 Campus: Kelvin Grove Teaching period: 2013 SEM-2

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.

Equivalents: KIB801 Credit points: 12 Contact
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
Equivalents: KIB802
Credit points: 12
Contact hours: 3.5 per week
Campus: Kelvin Grove
Teaching period: 2013 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.
Antirequisites: INB271, KIP403
Equivalents: KIB807, KKB007, KKB818
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2013 SEM-1

KIB109 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: KIB101 or KIB103 or KIB801 or KIB807 or KKB007 or KKB818 or KIP401 or KIB201 or KIB202
Equivalents: KIB214, KIB210
Credit points: 12
Campus: Kelvin Grove
Teaching period: 2013 SEM-1 and 2013 SEM-2

KIB120 GRAPHIC DESIGN
An ability to create and promote attractive and effective messages is the aim of graphic design. In this unit, you will build upon the knowledge and skills you have gained in visual communication to consolidate an advanced understanding of how graphic design works in our contemporary society. This unit is focused on the design process and projects (publications, corporate identity, digital media and advertising), therefore, there is an emphasis on skills and concepts that contribute to interpreting and responding to design briefs, and to developing creativity and design innovation.
Prerequisites: KIB101 or KIB801 or KIP401
Antirequisites: KVP401
Equivalents: KVB204
Credit points: 12
Campus: Kelvin Grove
Teaching period: 2013 SEM-2

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.
Equivalents: KIB816
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2013 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.
Prerequisites: KIB201
Equivalents: KIB814
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2013 SEM-2

KIB204 WEB INTERFACE DESIGN
Effective interface design is an essential aspect of contemporary communication. In the production of digital media forms, such as web sites or mobile applications, you will need to have an in-depth understanding of how visual design and communication principles apply to the creation of visual interfaces. You will also need to understand the effective and integral relationship between interface and interaction design. This unit provides the knowledge and skills in interface design that will be required to design effective interactive media, which you will apply in future studies in Interactive and Visual Design.
Prerequisites: (KIB103 or KIB807 or KKB007 or KKB818) and (KIB102 or KIB120 or KIB802 or KVB204)
Assumed knowledge: It is assumed that students are familiar with the QUT computing environment, and digital design applications including Adobe Photoshop, Illustrator, Flash and Dreamweaver. Students are expected to read and write HTML and CSS in a text editor.
Equivalents: KIB230, KIB211
Credit points: 12
Campus: Kelvin Grove
Typography and illustration are essential components of graphic design for both print and electronic media. This unit will focus on techniques of type design, appropriate use of type forms, the design and incorporation of lettering, and the expressive and communication uses of typography. It will also cover the history, uses, and processes of illustration and its application within visual design and communication. Lectures will introduce design history, techniques and approaches, which will be applied in design studios.

Prerequisites: KIB120 or KVB204
Equivalents: KIB335
Credit points: 12
Campus: Kelvin Grove
Teaching period: 2013 SEM-1

KIB309 EMBODIED INTERACTIONS
Interaction with technology has advanced beyond the desktop paradigm of mouse and keyboard to embodied interfaces that incorporate video tracking, audio input, and gestural interaction techniques. Applications range from wearable technology to tangible media installations. This unit introduces an experimental field of interactive media design through the practical application of the processes and techniques of tangible media applications. Lectures, which provide the theoretical grounding of the study area, methodologies and examples of the application of tangible media are complemented by practical classes which extend the technical skills acquired in Programming for Designers and Artists and support the development of tangible media outcomes within design studios.

Prerequisites: KIB216 or KIB205 or INB385
Equivalents: KIB311
Credit points: 12
Campus: Kelvin Grove
Teaching period: 2013 SEM-1

KIB314 TANGIBLE MEDIA
This unit extends the understandings of tangible media interfaces and applications gained in the embodied media unit. In this unit students will develop a tangible media project from concept through to design, production, evaluation, and exhibition. Theoretical understandings on tangible media object design, interaction and installation gained through lectures will be supplemented with production skills in workshops, and applied to the development of tangible media works in design studios. Finished works will be displayed in a final exhibition where members of the public will interact with them.

Prerequisites: KIB309
Equivalents: KIB311
Credit points: 12
Campus: Kelvin Grove
Teaching period: 2013 SEM-2

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:** 2013 SEM-1

**KJB338 PRINT MEDIA**  
This unit builds on the visual communication and graphic design units to develop specialist skills in design layout and the creative production of print media. It will introduce the theory and principles involved in combining text, image and design elements into a coherent design layout and will extend this theory into practice through the development of advanced design publishing techniques. Theoretical understandings gained through lectures will be augmented with technical skills in workshops, and applied to the production of team-based, professional quality print projects in design studios.

**Prerequisites:** KIB120 or KVB204  
**Antirequisites:** KCP361, KCP405  
**Credit points:** 12  
**Contact hours:** 3 per week, plus several workshops during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KJB104 PHOTOJOURNALISM**  
Changing digital technologies have resulted in increased demands and expectations for journalism, media and communications professionals to have appropriate digital visual skills. They are increasingly expected to understand and apply digital visual principles and possess the ability to employ and include visual elements in their work such as photo-essays, and photojournalism projects. In this unit students will advance their fundamental digital photography proficiency and analyse styles of visual communication and the photographic medium.

**Antirequisites:** KKP420, KVB104, KVP402, KJP420  
**Equivalents:** KKB020  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**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:** 2013 SEM-1 and 2013 SEM-2

**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:** 2013 SEM-1 and 2013 SEM-2

**KJB222 ONLINE JOURNALISM 1**  
As increasing volumes of news and other factual material are processed through online media, practitioners and also intending citizen journalists stand to get a secure understanding from studying the social and economic underpinnings of the format, and also from acquiring skills for using it.

This unit explores the background to practice in online journalism, such as the place of the medium in contemporary mass communication; it promotes the principles of best practice in journalism, and enables students to publish reports on line, giving them instruction in a wide range of production skills.

**Prerequisites:** KJB121 or KJP402  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2
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 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:** 2013 SEM-1 and 2013 SEM-2

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:** 2013 SEM-1

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:** 2013 SEM-1

KJB304 SUB-EDITING
This unit builds on KJB211 (Layout and Design) and is aimed at teaching students how to assess text for publication in the journalism industry which is a highly sought skill for employment both within Australia and overseas. Students will assess the text for news' values, quality, photographs, supporting stories, applying style guides (both generic and in-house), grammar, spelling, accuracy, verification, its legality (including defamation, contempt and sub-judice), ethics, sources and balance. Students, individually and in small teams, will be given a range of copy-text from very poor to reasonable on a variety of topics which will be made publishable (i.e. production-ready) by them working with their tutor using the above processes.
**Prerequisites:** KJB120 or KJP400
**Credit points:** 12
**Antirequisites:** KJB322
**Contact hours:** 3 per week
**Campus:** Kelvin Grove
**Teaching period:** 2013 SEM-1

KJB337 INVESTIGATIVE 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:** 2013 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:** 2013 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
Credit points: 12  Contact hours: About 150 hours across the semester.  
Campus: Kelvin Grove  Teaching period: 2013 SEM-1, 2013 SEM-2 and 2013 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 > Cl_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: 2013 SEM-1, 2013 SEM-2 and 2013 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: 2013 SEM-2

KKB350 CREATIVEINDUSTRIES 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% or D% units)  
**Credit points:** 12  
**Contact hours:** 2-3  
week tour and several lectures during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 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:** 2013 SEM-1 and 2013 SEM-2

**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:** 2013 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:** 2013 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:** 2013 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

**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:** 2013 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  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 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:** 2013 SEM-1

**KMB215 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:** KMB301, KMB056  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KMB216 AUDIO / VISUAL INTERACTION**

The ability to build custom audio/video performance and composition systems enables digital media artists to create unique interactive works. Graphical development environments are an ideal entry point for creating these systems as they enable rapid prototyping of ideas and do not require in depth knowledge of computer coding. This unit gives you a grounding in the concepts required to build interactive media works.
KNB216

**Equivalents:** KKB216  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KNB252 MULTIPLATFORM 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:** 2013 SEM-1

**KNB112 DRAWING FOR ANIMATION 1**

There are many design principles and elements to consider in the conceptual development and presentation of an idea or visual message. The ability to apply drawing to such a task promotes the development of varied capabilities and technical skills: observation, description, meaning-making, recording, synthesis, interpretation and presentation in visual form. This unit will provide knowledge of the history and techniques of drawing, as well as core skills, and an understanding of its application for concept development, prototyping, and storyboarding. This will provide an important foundation for existing and evolving modes of constructing and presenting effective visual communication.

**Equivalents:** KVB105, KVB755  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KNB121 ANIMATION HISTORY AND PRACTICES**

The discipline of animation has a long history and varied applications. It appears to us now in many forms. This unit is directed at exploring the creative potential involved in the study of the history and practice of animation. You will be introduced to the life-worlds and regional concerns of past animators and the contribution of their practice to the development of the language of animation. You will be encouraged to engage with and respond to the works, cultures and theories of pioneers of the medium. An awareness of the history and broad application of animation practice will inform the development of critical and reflective frameworks for the contextualisation of your animation and artistic practice.

**Equivalents:** KIB108, KIB825  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KNB122 DRAWING FOR ANIMATION 2**

Animation incorporates conventions and interpretations of dynamic structure in space and time. Core skills and knowledge of drawing provide an essential foundation for existing and evolving modes for construction and presenting animated kinetic images. The discipline of animation requires a diverse range of traditional drawing skills that have been introduced in the prerequisite unit and are now translated into moving images. The emphasis of this unit focuses on the conventions of dynamic animated images in kinetic applications.

**Equivalents:** KVB106, KVB756  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KNB123 ANIMATION AND MOTION GRAPHICS**

The field of motion graphics has expanded rapidly, with its application extending beyond the role of cinematic storytelling to applications for title sequences, music promotion, marketing, computer games and information design. This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on the principles of design in motion. This unit provides an introduction to the world of animated graphics, paying particular attention to pre-production techniques, design in motion, and idea generation. Through the development of screen-based works, you will apply traditional animation principles and techniques to communicate innovative temporal and spatial design solutions.

**Equivalents:** KIB105  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KNB124 3D ANIMATION 1**

In the evolving fields of animation, games and graphical visualisation, you will require new literacies and skills to participate fully in the 3D Computer Graphics production process. By introducing you to principles, processes, methods and theories of modelling; the architecture of 3D graphics; and node based applications, you will gain a foundational understanding of 3D graphics production.

**Equivalents:** KIB111, KIB203  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KNB211 3D ANIMATION 2**

When creating animated content for production, it is important to develop a solid methodology that allows an animator to work quickly and creatively while maintaining an acceptable level of quality. Being able to take direction and creatively respond to a brief while finding the best way to communicate an idea to an audience is a core skill that takes time to develop. The core communication skills of illustration, motion, blocking and layout follow industry standards in pre-production, and are required for the generation and presentation of ideas, as well as the exploration of form and character.

**Prerequisites:** KNB214 or KIB111 or KIB107 or KIB203  **Equivalents:** KIB225, KIB106, KIB807  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KNB212 REAL-TIME 3D COMPUTER GRAPHICS**

This unit provides an introduction to the world of 3D Computer Graphics and virtual reality, focusing on the conventions of dynamic animated images in kinetic applications. The emphasis of this unit focuses on the conventions of dynamic animated images in kinetic applications.

**Equivalents:** KVB106, KVB756  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KNB213 ANIMATION AND MOTION GRAPHICS**

The field of motion graphics has expanded rapidly, with its application extending beyond the role of cinematic storytelling to applications for title sequences, music promotion, marketing, computer games and information design. This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on the principles of design in motion. This unit provides an introduction to the world of animated graphics, paying particular attention to pre-production techniques, design in motion, and idea generation. Through the development of screen-based works, you will apply traditional animation principles and techniques to communicate innovative temporal and spatial design solutions.

**Equivalents:** KIB105  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KNB124 3D ANIMATION 1**

In the evolving fields of animation, games and graphical visualisation, you will require new literacies and skills to participate fully in the 3D Computer Graphics production process. By introducing you to principles, processes, methods and theories of modelling; the architecture of 3D graphics; and node based applications, you will gain a foundational understanding of 3D graphics production.

**Equivalents:** KIB111, KIB203  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KNB211 3D ANIMATION 2**

When creating animated content for production, it is important to develop a solid methodology that allows an animator to work quickly and creatively while maintaining an acceptable level of quality. Being able to take direction and creatively respond to a brief while finding the best way to communicate an idea to an audience is a core skill that takes time to develop. The core communication skills of illustration, motion, blocking and layout follow industry standards in pre-production, and are required for the generation and presentation of ideas, as well as the exploration of form and character.

**Prerequisites:** KNB214 or KIB111 or KIB107 or KIB203  **Equivalents:** KIB225, KIB106, KIB807  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KNB212 REAL-TIME 3D COMPUTER GRAPHICS**

This unit provides an introduction to the world of 3D Computer Graphics and virtual reality, focusing on the conventions of dynamic animated images in kinetic applications. The emphasis of this unit focuses on the conventions of dynamic animated images in kinetic applications.

**Equivalents:** KVB106, KVB756  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2
The rapid improvements of rendering 3D graphics in real-time have seen this field expand beyond its early application to virtual environments and games. The use of real-time 3D technologies to enable virtual cinematography is quickly becoming commonplace. Real-time 3D engines allow directors and cinematographers to interactively direct a virtual camera with the same freedom as a live shoot. This unit provides students with a firm grounding in the practices, concepts and skills associated with asset creation for use in a real-time 3D engine. The content presented lays the critical groundwork for more advanced practices in KIB226 Virtual Environments.

**Prerequisites:** KNB124 or KIB111 or KIB107 or KIB203  
**Equivalents:** KIB215, KIB325, KIB310, KIB821  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KPB221 ANIMATION: CG TOOLKIT**

Every artist needs to understand their toolkit. For a successful animation career, one must be familiar and competent in the tools and the software used in the creation of animated works. In addition, it is important to understand the processes of production in which these tools are employed. Animation CG Toolkit allows you to familiarise yourself with the tools and techniques of production within a studio environment.

**Prerequisites:** (KNB123 or KIB105) and (KNB124 or KIB111 or KIB203)  
**Equivalents:** KIB213, KIB221  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KPB222 VIRTUAL ENVIRONMENTS**

3D Virtual Environments are continuing to be adopted by a wide range of industries providing artists with many more creative outlets and employment opportunities. By learning how to apply their 3D skills to the development of a virtual environment, students are making themselves more versatile as future animators, designers and creative practitioners. This unit builds on the fundamental skills developed in the prerequisite unit (Real-Time 3D Computer Graphics) allowing students to develop a major work for public exhibition.

**Prerequisites:** KNB212 or KIB215 or KIB325  
**Equivalents:** KIB226, KIB316, KIB310, KIB821  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KPB311 ADVANCED CONCEPTS IN COMPUTER ANIMATION 1**

This unit consolidates your studio working practices, while supporting you to develop advanced skills and concepts in computer animation, character development, cinematic narrative and storytelling and directing. An important part of Advanced Concepts in Computer Animation is to encourage you to pitch, direct and project-manage animated works. This will bring a depth and breadth to your practice and provide you with the production management and direction skills required of an emergent animation professional.

**Prerequisites:** (KNB221 or KIB221 or KIB213) and (KNB222 or KIB226 or KIB316 or KIB310 or KIB821)  
**Equivalents:** KIB330, KIB312  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KPB312 CONTEMPORARY ISSUES IN ANIMATION**

Since the arrival of digital technologies, animation has become increasingly pervasive and is now embedded in many disciplines. Contemporary Issues in Animation recognises the diversity of animation practice and explores theoretical and critical debates about its role and place within the context of media globalisation. It examines animation practice across a range of contemporary media; investigates the relationship between evolving digital technologies and existing media; and considers the effect of new animated image forms on the experience of visual culture.

**Prerequisites:** KNB121 or KIB108 or KIB825  
**Equivalents:** KIB302  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**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:** 2013 SEM-1 and 2013 SEM-2

**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:** 2013 SEM-1 and 2013 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.

**Equivalents:** KPB102, KPB359  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KPB110 THE MOVIE, TV AND 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.

**Equivalents:** KPB106, KPB209  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 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.

**Equivalents:** KPB103, KPB107, KPB372-2  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 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.

**Equivalents:** KPB108, KPB130  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KPB116 INTRODUCTION TO SCRIPTWRITING**
Writing scripts for a range of media formats is a learned craft and requires discipline, perseverance and an understanding of industry practice. Possessing this key knowledge will give you abilities to develop concepts through to script stage across various film, television, and new media genres.

**Antirequisites:** KWP401  **Equivalents:** KWB102, KWB111  **Credit points:** 12  **Campus:** Kelvin Grove and Caboolture  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**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 screenplay. 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:** 2013 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:** 2013 SEM-1

**KPB210 PRODUCTION MANAGEMENT FOR FILM, TV AND NEW MEDIA**
*SUBJECT TO FINAL APPROVAL*
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:** KPB104, KPB314  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**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:** 2013 SEM-2

**KPB303 CRITICAL THINKING ABOUT TELEVISION AND FILM**

Students who have an interest in the social function of television, film and new media should be encouraged to think critically about social, cultural and aesthetic issues regarding the media. In this unit you will look at these issues, and learn the skills you need in order to research them and think about them critically.

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KPB313 PRODUCING FOR FILM, TV AND NEW MEDIA**

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  
**Teaching period:** 2013 SEM-2

**KRB120 SCENOGRAPHY AND THE ART OF TECHNICAL THEATRE**

This unit introduces students to theoretical concepts and principles associated with scenography, historical trends in technical theatre and the background associated with the broad vocabulary of technical theatre terminology.

**Credit points:** 12  
**Contact hours:** 2 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KRB220 THE SCENOGRAPHIC DIVIDE**

This unit challenges students to undertake a detailed interrogation of the tensions between the practice of traditional stage design and the theoretical concepts and principles associated with scenography.

**Prerequisites:** KRB120  
**Credit points:** 12  
**Contact hours:** 2 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KSB106 ACTING FUNDAMENTALS**

Acting Fundamentals is a studio-based exploration of foundational acting principles for the development of character and story applicable to stage and film, involving warm-ups, physical and vocal awareness and expression, improvisation, scene study and performance process.

**Antirequisites:** KTB103, KTB106, KKFAMJR-ACTING, KKFAMJR-DRAMA  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

**KTB101 UNDERSTANDING THEATRE**

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  
**Teaching period:** 2013 SEM-1

**KTB102 PROCESS DRAMA**

This unit examines the structural forms and dramatic conventions used in a specific genre of drama - process drama. It moves from examining effective drama workshop design to consider the artistic application of these workshop techniques.

**Equivalents:** KTB214  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KTB103 PERFORMING SKILLS 1: CHARACTER AND SCENE**

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:** 2013 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:** 2013 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:** 2013 SEM-2

**KTB207 STAGING AUSTRALIA**

This unit introduces key concepts and practices pertaining to Australian theatre and drama of the twentieth and twenthi-first centuries. Theatre practices are explored in relation to
This unit examines postdramatic theatre that was heralded by the emergence of postmodernism. The unit will investigate the challenges postdramatic theatre makes to traditional notions of unitary art form, character, audience, site, time and narrative. The unit will investigate the postmodern aesthetics inherent in interdisciplinary, transdisciplinary and inter-media practices.

**Equivalents:** KTB204, KTB275  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

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**KTB305 THE ENTREPRENEURIAL ARTIST**

This unit is taken in the final three years of the Bachelor of Creative Industries Drama course. The program 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:** 2013 SEM-2

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**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 inter-disciplinary 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:** 2013 SEM-1

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**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:** 2013 SEM-2

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**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 and Caboolture  
**Teaching period:** 2013 SEM-1 and 2013 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:** 2013 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:** 2013 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:** 2013 SEM-2

### KVB114 DIGITAL MEDIA

This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles.

**Equivalents:** KIB104, KIB808  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

### KVB200 EXHIBITION AND DISPLAY IN THE VISUAL ARTS

This unit addresses the development of the Museum in Western cultures and how that tradition manifests in current arts practices, such as in contemporary exhibitions, the display of collections, installation and site-specificity, audience interaction, curatorial activities such as didactic panels and virtual galleries. This unit will assist you in displaying objects and images from your own arts practice and/or the artwork of others in effective and appropriate ways.

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

### 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 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:** 2013 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:** 2013 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:** 2013 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:** 2013 SEM-1

**KVB306 VIDEO ART AND CULTURE**
Existing Visual Arts units examine a broad range of subjects
directed at the study of 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:** 2013 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:** 2013 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:** 2013 SEM-1

**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

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KWB104 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:** 2013 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:** 2013 SEM-1

**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:** 2013 SEM-2

**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:** 2013 SEM-2

**KWB112 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: KWB206, KWB712  Credit points: 12
Campus: Kelvin Grove  Teaching period: 2013 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: 2013 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: 2013 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: 2013 SEM-1

KWB210 IMAGINING THE AMERICAS: CONTEMPORARY AMERICAN LITERATURE AND CULTURE
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  Teaching period: 2013 SEM-1

KWB211 STYLISTICS
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: 2013 SEM-1

KWB212 WRITING POETRY
*SUBJECT TO FINAL APPROVAL
The unit covers one of the major genres in creative writing, and is designed for those who are interested in language and the use of words in precise, innovative, concentrated and musical ways. It would also be useful to lyricists. The unit provides important creative and critical skills in writing verse and cultivating an understanding and appreciation of poetry and occurs at the mid-point of the creative writing major, building on KWB211 Stylistics and preparing students for the advanced work of third year.
Prerequisites: Completion of 96cp of Creative and Professional Writing discipline units (KWB% units)  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KWB213 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: KWB106, KWB314  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

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: 2013 SEM-2
KWB304 EDITING AND DEVELOPING THE MANUSCRIPT
This unit develops your understanding of the editing process - in particular, the developmental intervention required to bring a creative manuscript to a publishable standard. These skills are crucial to those of you intending to work in the publishing industry, and of great benefit to professional creative writers. You will receive the opportunity to learn to edit the work of others with insight, understanding and technical skill.

Assumed knowledge: KWB108, KWB207, KWB208 and KWB209 is assumed knowledge. Equivalents: KWB006, KWB724
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2013 SEM-1

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
Teaching period: 2013 SEM-1

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: 2013 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 a unique opportunity 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: 3 per week
Campus: Kelvin Grove
Teaching period: 2013 SEM-2
ability to balance creative and business skills.  

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

### KXB202 PROJECT MANAGEMENT FOR ENTERTAINMENT

The aim of this unit is to provide you with the skills to oversee the production of an entertainment project by providing you with amid-course level understanding of, and ability to employ, project management skills for entertainment.

**Prerequisites:** Completion of 72 credit points of study  
**Antirequisites:** MGB335, MGX335  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

### LWS008 ENTERTAINMENT LAW

The entertainment industry involves a myriad of transactions and interactions that are governed by a wide range of laws. A basic of understanding of the laws most commonly encountered in the entertainment industry should assist those involved in the industry have a better understanding of the legal context in which they are operating. This in turn may assist them in avoiding problems, or to have a better appreciation of when they should seek professional legal assistance.

**Prerequisites:** LWS009 or BSB111  
**Antirequisites:** LWS011  
**Credit points:** 12  
**Contact hours:** 2hrs per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

### LWS009 INTRODUCTION TO LAW

For students involved in a wide range of industries it is important to have a fundamental understanding of the nature of the Australian legal system. The unit introduces students to the sources of law (both cases and legislation) and will assist students in acquiring introductory knowledge about the Australian legal system and laws so that they will be equipped to complete other law units in their relevant course.

**Assumed knowledge:** Students who have studied any Australian Bachelor of Laws Unit are not permitted to do this unit.  
**Credit points:** 12  
**Contact hours:** 2hrs per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

### 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  
**Contact hours:** 3 per week  
**Campus:** Gardens Point, Kelvin Grove and Caboolture  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

### SWB100 ORIENTATION TO SOCIAL WORK AND HUMAN SERVICES

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:** 2013 SEM-1 and 2013 SEM-2

### 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:** 2013 SEM-1 and 2013 SEM-2
SWB108 AUSTRALIAN SOCIETY, SYSTEMS AND POLICIES
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2013 SEM-2

SWB201 HUMAN SERVICES PRACTICE PLACEMENT 1
Prerequisites: (SWB100 or HHB100) and PYB007
Antirequisites: SWB208 or HHB208, SWB209
Credit points: 24    Campus: Kelvin Grove    Teaching period: 2013 SEM-1

SWB204 INTRODUCTION TO CHILD AND FAMILY SERVICES
The unit focuses on developing competent social work and human services professionals by providing students with opportunities to develop knowledge, skills and dispositions specifically relevant to work with children and families. Students from, education, psychology, and health related areas also find this unit useful as it provides a foundation in theories and practices for working with children and families that is transferable to a wide range of professional settings.
Antirequisites: HHB204    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2013 SEM-2

SWB207 INTRODUCTION TO YOUTH SERVICES
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.
Credit points: 12    Campus: Kelvin Grove    Teaching period: 2013 SEM-2

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.
Antirequisites: HHB204
[SWB211 is incompatible with HHB207]

SWB212 COMMUNITY AND PLACE BASED PRACTICE
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    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2013 SEM-2

SWB219 LEGAL AND ETHICAL DIMENSIONS OF SOCIAL WORK AND HUMAN SERVICES
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    Teaching period: 2013 SEM-2

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: 2013 SEM-1

SWB221 PROFESSIONAL PRACTICE PROCESSES AND ASSESSMENT
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]
Antirequisites: HHB279    Credit points: 12    Campus: Kelvin Grove    Teaching period: 2013 SEM-1

SWB222 ADVANCED COMMUNICATION FOR SOCIAL WORK AND HUMAN SERVICES
[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, HHB282  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**SWB304 CHILD PROTECTION AND FAMILY PRACTICE**

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  
**Antirequisites:** HHB304  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**SWB307 YOUTH SERVICES PRACTICE**

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:** 2013 SEM-1

**SWB312 INTERNATIONAL SOCIAL WORK**

This unit examines the application of social work to various international, national and regional contexts outside Australia. It critically explores a range of approaches that are utilised in international development, aid and human rights practice and how social work values, knowledge and skills apply to these. This unit forms part of the International Practice Pathway within the Bachelor of Social Work. [SWB312 is incompatible with HHB341]  

**Antirequisites:** HHB341  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**SWB314 HUMAN SERVICES PRACTICE PLACEMENT 2**

**Prerequisites:** [SWB201 or SWB209] and [SWB204 or SWB207] and [SWB208 or SWB200] and SWB219 and SWB220 and SWB221  
**Corequisites:** SWB315  
**Antirequisites:** HHB301, SWB301  
**Credit points:** 24  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

**SWB315 TRANSITION TO HUMAN SERVICES PRACTICE**

**Corequisites:** SWB314  
**Antirequisites:** SWB301  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

**SWB405 ADVANCED SOCIAL WORK PROJECT**

This unit enables students to undertake an in-depth study on an approved topic relevant to social work practice. To enable this, students will extend their knowledge and skills in undertaking various aspects of the research process as this relates to their investigation.  

**Antirequisites:** HHB411  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM