Bachelor of Creative Industries/Bachelor of Information Technology (IX56)

Year offered: 2013
Admissions: Yes
CRICOS code: 059227E
Course duration (full-time): 4 years
Domestic Fees (indicative): 2013: CSP $3900 (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-1-student-services-and-amenities-fee

Start month: February
QTAC code: 409872
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: Director of Undergraduate Studies(Creative Industries); email: ci@qut.edu.au. Mr Mike Roggenkamp (Information Technology)
Discipline coordinator: Prof Clive Bean
Campus: Gardens Point and 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 (English (4,SA) and Maths A, B or C (4,SA)). For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge

Course highlights
- Learn to combine your creative and technical skills through digital media and film production.
- Complete 2 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 information technology.
- Specialise options include business process management, data warehousing, digital environments, enterprise systems, network systems, software engineering, or web technologies.

Details:

Why choose this course?
This double degree allows you to complement your technical and creative skills through digital media and film production. You will learn to merge the creative and imaginative with the technical to develop sophisticated and innovative digital products. You can choose to complement your skill set through a range of information technology and creative industries areas of interest to diversify your studies, including:
- animation
- art and design history
- creative and professional writing
- dance studies
- drama
- entertainment industries
- fashion
- film, television and screen
- interactive and visual design
- journalism
- literary studies
- media and communication
- music.

Career outcomes
As a graduate you can enjoy the more creative side of information technology careers including digital media programmer, simulation designer or developer, games producer or designer, animator, special effects developer, sound designer, mobile entertainment and communications developer, user interface designer, knowledge worker in music and sound, web developer and digital product strategist.

Professional recognition
This course is accredited by the Australian Computer Society (ACS). ACS accreditation is internationally recognised by the Seoul Accord.

Structures and Units
You will undertake the Bachelor of Creative Industries core units as well as one creative industries major. Your information technology degree component comprises eight core units, four breadth units, and four units in your information technology specialisation.

Study Areas
The Bachelor of Information Technology will not have nominated majors and minors and consequently there will not be a Study Area A shown on a graduate's parchment. Instead, it will have specialisations. The specialisation areas that will be available for students will include:
- Business Process Management
- Data Warehousing
- Digital Societies
- Enterprise Systems
- Information Management
- Network Systems
- Software Engineering
- Web Technologies

Course structure: 2012 onwards

Year 1, Semester 1
INB101 Impact of IT
INB102 Emerging Technology
KKB101 Creative Industries: People and Practices
SELECT Creative Industries Major: First Unit

Year 1, Semester 2
INB103 Industry Insights
INB104 Building IT Systems
KKB102 Creative Industries: Making Connections
SELECT Creative Industries Major: Second Unit

Year 2, Semester 1
IT Breadth Option Unit
SELECT A unit from the Level 1 Unit Options (either KIB101 or KPB101 or KVB104):
KIB101 Visual Communication
KPB101 Introduction to Film, TV and New Media Production
KVB104 Photomedia and Artistic Practice
SELECT Creative Industries Major: Third Unit

Year 2, Semester 2
IT Breadth Option Unit
SELECT A unit from the Level 2 Unit Options (either KTB211 or KXB202):
KTB211 Creative Industries Events and Festivals
KXB202 Project Management for Entertainment
SELECT Creative Industries Major: Fourth Unit

Year 3, Semester 1
INB201 Scalable Systems Development
SELECT Creative Industries Major: Fifth Unit
SELECT A unit from the Creative Industries University Wide or Creative Industries Faculty Only Unit Options lists

Year 3, Semester 2
INB300 Professional Practice in IT
SELECT Creative Industries Major: Sixth Unit
SELECT A unit from the Creative Industries University Wide or Creative Industries Faculty Only Unit Options lists

Year 4, Semester 1
INB301 The Business of IT
SELECT Creative Industries Major: Seventh Unit
SELECT A unit from the Transitions to New Professional Environments Unit Options

Year 4, Semester 2
INB302 IT Capstone Project
SELECT Creative Industries Major: Eighth Unit
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

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
- KWB313 Novel and Memoir

Dance Studies

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

*Assumed Knowledge: Previously acquired knowledge or skill is required for you to undertake this major. 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
KXB101 Introduction to Entertainment
KXB102 Global Entertainment
KXB201 Entertainment Practice: Balancing Creativity and Business
KXB301 Entertainment Industries Map
LWS008 Entertainment Law
LWS009 Introduction to Law

*Note: 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...
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

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
KIB231 Typography and Illustration
KIB309 Embodied Interactions
KIB314 Tangible Media
KIB315 Contemporary Issues in Digital Media

*Note: KIB104 will be permitted to count towards this study package if completed in 2011 or earlier.

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

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.

*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.

Potential Careers:

UNIT SYNOPSES

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 advertising and public relations. By way of introduction only, key issues relating to services marketing, e-marketing and advertising and public relations. By way of introduction only, key issues relating to services marketing, e-marketing and advertising and public relations.

Antirequisites: BSB116, BSD126
Equivalents: BSX126, CTB126
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
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: ADG931, DEB102  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-2

INB101 IMPACT OF IT
You will gain an appreciation of the massive and positive impact that IT has had on a wide range of fields including business, science, engineering, education and health. You will learn about the benefits of increased productivity due to IT. You will consider ethical issues and possible negative impacts of IT. You will raise your awareness of the social implications of IT systems for society at the global, local and personal levels. You will develop an informed position on issues, and justify your reasoning with considered supportive arguments.

Antirequisites: INN101  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1 and 2013 SEM-2

INB102 EMERGING TECHNOLOGY
The aim of this unit is to provide you with a conceptual framework to understand the technologies that enable IT. This will be a fun exploration of a wide spectrum of ideas where we will examine some currently popular technologies, their history and their future. Information Technology has become so entwined with everyday life that identifying its scope is difficult, which also makes it difficult to identify opportunities where IT might further infiltrate into our daily lives for work and play. To achieve these aims, the unit introduces you to some of the theories and engineering practicalities that have produced recent technological advances in IT. Concepts leading to existing technologies are introduced during lectures, which are followed by laboratory sessions where you will be encouraged to discuss social change, future information tools and explore the concepts required for constructing these technologies.

Equivalents: ITB005  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1 and 2013 SEM-2

INB103 INDUSTRY INSIGHTS
This unit aims to develop your awareness of the career possibilities in the ICT industry and to equip you with some of the essential skills required of an ICT professional. The unit helps you to derive a roadmap for your career; to enable you to identify the qualities, skills and interests you need to possess, to plan your career path. The unit will also introduce you the inter-disciplinary nature of ICT careers.

Equivalents: ITB002  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1 and 2013 SEM-2

INB104 BUILDING IT SYSTEMS
Today’s modern integrated technology is built on IT systems which run in a range of contexts (e.g. mobile computing, robotics, and web-based systems) using a range of technological solutions such as programming and scripting, databases, web development and network programming. This unit is an integrated introduction to information technology designed to engage, inspire and inform and will demonstrate the important role that technical system design and development plays in achieving robust operation of a large variety of technological solutions. This unit will give you substantial hands-on, practical learning experiences and will motivate you through engagement in the creative, explorative and meaningful development of technological artefacts that operate in real world contexts.

Equivalents: ITB001  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1 and 2013 SEM-2

INB201 SCALABLE SYSTEMS DEVELOPMENT
Information technology is a key enabling tool in a rapidly evolving global economy. IT systems underpin innovation across a range of application areas including business, economics, science, engineering, education and the arts. In order to educate graduates in this climate, Scalable Systems Development adopts an integrated approach to provide broad hands-on experiences designed to orient students to the range of possibilities within the IT discipline.

This team-based unit is an extension of project work
introduced in Building IT Systems. Within a concrete, project-based context students will encounter the practical challenges of designing and implementing a substantial IT system. The unit aims to increase students’ awareness of the potential of IT in enabling innovation through providing active, constructive and challenging problem-based learning experiences.

**Prerequisites:** (INB102 or ITB005) and (INB104 or ITB001)

**Assumed knowledge:** Completion of 36cp of Breadth units is assumed knowledge

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2013 SEM-1

### INB300 PROFESSIONAL PRACTICE IN IT

In this unit you will have the opportunity to experience real world work experiences and to reflect on how your studies have prepared you for the work environment. This will give you the opportunity to plan on how to best take advantage of your remaining studies to prepare for your planned career. To help you to understand your future career you will be working in a team and/or group environments, seeing firsthand the challenges and constraints that arise during professional practice in a real world industry environment. You will develop a richer appreciation of the graduate capabilities required of all information technology professionals, particularly skills such as communication, negotiation and problem-solving strategies.

**Prerequisites:** INB201

**Antirequisites:** ITS020, INS010, INS011, INS012, INS020

**Assumed knowledge:** To be taken in your final year of the BIT. You must have completed at least 132 CPs of IT units, including at least two specialisation units. Normally you should have completed at least 192 CPs in a single degree or 288 CPs in a double degree

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point

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

### INB301 THE BUSINESS OF IT

As an IT professional you are more and more evaluated in terms of the business value that you produce. This unit will prepare you for professional practice by making you "business savvy," i.e. giving you the business knowledge and skills that will help you with your future career and job. In particular the unit will address three themes: (1) career planning and job applications, (2) entrepreneurship & innovation, and (3) business and IT strategy. You will be introduced to career development tools that enable you to self-manage your career and life. You will learn how to critically think about the requirements of a job and reflect upon your own experiences and learn how to communicate them. You will also learn about the entrepreneurial process of identifying a business opportunity and how to take advantage of that opportunity. In addition, you will gain an understanding of core strategic concepts and models, discuss typical strategy tools and then apply them to the ‘Business of IT’.

**Antirequisites:** ITB009

**Assumed knowledge:** Completion of 120 credit points within BIT is assumed

**Credit points:** 12

**Contact hours:** 4 per week

**Campus:** Gardens Point

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

### INB302 IT CAPSTONE PROJECT

Students are to work together in a team of 4-5 on a project that addresses one of the following three types of problems: real business problems, real market needs, real research problems. This unit extends students’ development of the professional, technical and teamwork skills required by IT professionals in practice. Students will extend their knowledge and skills in the areas of IT project management through completing professional project documentation and managing the team project. Students will also gain a greater understanding and skill level in analysis and design, and their significance in delivering successful business or research outcome. The unit also focuses on furthering students’ professional skills in report writing, oral communication, and visual communication.

**Prerequisites:** INB301

**Assumed knowledge:** Students are expected to have a solid IT background knowledge (e.g., completion of at least 192 credit points)

**Equivalents:** ITB010

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point

**Teaching period:** 2013 SEM-1 and 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 occuring 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-1 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.

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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

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 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 Grove
Teaching period: 2013 SEM-2

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

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. **Equivalents:** KDB104, KDB181  
**Credit points:** 12  
**Contact hours:** 2.5 per week  
**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.  
**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:** KDP205  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KDB225 MUSIC THEATRE SKILLS**  
This unit provides students with an introduction to practical skills development in acting, dance and singing for music theatre.  
**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:** KSB225, KSB011  
**Credit points:** 12  
**Contact hours:** 2 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KDB231 LATIN DANCE PARTY**  
Latin American Dance styles make an important contribution to a Dance practitioner’s skills portfolio. Further, as an enjoyable and healthy form of social interaction, knowing how to dance these styles is a broadly applicable life skill.  
**Assumed knowledge:** Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KFB103 INTRODUCTION TO THE INDUSTRY OF FASHION**  
This unit provides an introduction to some of the complexities of the fashion system and is intended to provide a base for students wishing to pursue the subject of fashion as a major, sub-major or minor.  
**Credit points:** 12  
**Contact hours:** 2.5 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KFB104 SUSTAINABILITY: THE MATERIALITY OF FASHION**  
Detailed knowledge of the materials, skills and processes available to the garment and textile industries is essential in the first year of study for the fashion designer.  
**Equivalents:** KFB407-2, KFB104-2  
**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:** KVB108, 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 in 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 Unspeakable 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 hours: 4 per week    Campus: Kelvin Grove and Caboolture    Teaching period: 2013 SEM-1 and 2013 SEM-2

KIB102 VISUAL INTERACTIONS
This unit further develops interface design skills for communications technologies including design priorities, Interaction, visual systems, refinement of concepts, project analysis and problem solving through presentation models.
Prerequisites: KIB101 or KIB801 or KPB101 or KPB150 or KPB155    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

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    Teaching period: 2013 SEM-1
KIB205 PROGRAMMING FOR VISUAL DESIGNERS AND ARTISTS
As part of a contemporary art and design production, practitioners often need to understand aspects of computer programming. This unit provides artists and designers with an introduction to computer programming. It demonstrates how artists and designers use programming within their practices and introduces the principles of programming that will allow you to use computing as a tool for art and design innovation. The unit is presented in a manner that is suited to the learning styles of visual designers and artists, and requires no previous computer programming experience. These skills will developed and applied to the development of art and design outcomes in a studio setting.
Assumed knowledge: Fluency in the use of typical multimedia software applications is assumed knowledge.
Equivalents: KIB210 Credit points: 12 Contact hours: 4 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KIB207 THEORIES OF VISUAL COMMUNICATION
Contemporary visual designers need to have a thorough and sophisticated understanding of the principles, theories, and history of visual communication as well as how it shapes and changes the way that we understand meaning, persuasion, society and culture. This unit builds on knowledge gained in KIB101 Visual Communication and KIB120 Graphic Design to provide an in-depth knowledge of the field of visual communication.
Prerequisites: (KIB120 or KVB204) and completion of 96cp of study Credit points: 12 Campus: Kelvin Grove Teaching period: 2013 SEM-2

KIB216 ADVANCED WEB DESIGN
Web Design has extended significantly from the concept of information delivery into social networking and other expanded modes of engagement. Web applications now appear in a range of delivery platforms from the desktop to personal and mobile technologies, such as media players and mobile phones. This unit will extend upon the knowledge and skills acquired in Introduction to Web Design, Interaction Design and Interface Design. It will introduce you to dynamic Web publishing employing contemporary open source content management systems. Theoretical understandings gained in lectures will be complemented by technical skills and applied to the development of authentic projects within design studios.
Prerequisites: KIB204 or KIB230 Equivalents: KIB211, KIB817 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KIB231 TYPOGRAPHY AND ILLUSTRATION
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 Contact hours: 3 per week 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 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KIB335 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

### KJB101 COMPUTATIONAL JOURNALISM

This unit acquaints you with the uses journalists make of computers in their work: for word-processing, personal information management, time management, and gathering information for stories and journalism assignments by searching online and CD-ROM databases, by analysing public records with spreadsheets and by using email to interview sources found on Internet bulletin boards and in newsgroups, usergroups, and listservers.

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

### KJB103 MEDIA DESIGN AND LAYOUT

Visual communication techniques are essential in capturing the attention of an increasingly visual literate society. Understanding how to design well is growing in importance in a society that is time poor and overloaded with competing sources of media. You will learn how to apply design theory in a variety of visual communication contexts relevant to the journalism, media and communication industries.

**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.

**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.

**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 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 or that treat processes, events and places to exploit their human-interest value.

**Prerequisites:** KJB120 or KWB107 or KWB381  
**Antirequisites:** KJP403  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 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 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.

This unit identifies, compares and analyses the diversity of 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.

**Antirequisites:** KCB304, KJB211  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2
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  
**Equivalents:** KJB322  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

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

**KKB341 WORK INTEGRATED LEARNING 1**

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

**Prerequisites:** Completion of 168 credit points of study  
**Antirequisites:** KKB343, KKB344, BEB701,BEB702  
**Credit points:** 12  
**Contact hours:** Varies according to discipline-specific internship requirements  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

**KKB342 WORK INTEGRATED LEARNING 2**

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

**Prerequisites:** (KKB341 or KKB343). KKB341 can be enrolled in the same teaching period as KKB342  
**Antirequisites:** KKB344  
**Credit points:** 12  
**Contact hours:** Varies according to discipline-specific internship requirements  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

**KKB345 CREATIVE INDUSTRIES PROJECT 1**

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

**Prerequisites:** Completion of 72 credit points of Creative Industries units (K%B or D% units)  
**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 > CI_Transitions). For some students this unit will be taken as the second of two 'project' units related to the same project, in such cases the first unit (KKB345) may be a prerequisite or corequisite to the second unit (KKB346).  

**Prerequisites:** KKB345 (can be enrolled in the same teaching period)  
**Credit points:** 12  
**Contact hours:** About 150 hours across the semester. However when the project is combined with KKB345, then between 230-270 hours in duration across both projects.  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

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### 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 CREATIVE INDUSTRIES INTERNATIONAL STUDY TOUR

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

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

**Prerequisites:** Completion of 72 credit points of study (K% 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  
Contact hours: 4 per week  Campus: Kelvin Grove  
Teaching period: 2013 SEM-1

KMB129 MUSIC AND SOUND PRODUCTION 1
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

KMB252 MULTI-PLATFORM SOUND DESIGN
This unit builds on previous sound design knowledge and uses a range of tools to design and develop sound content for multi platform television, mobile phones, web, games, virtual worlds and social networks. Students gain an understanding of a variety of working methods and delivery formats and develop practical skills essential to successful collaboration and creation.

Prerequisites: KMB129  Credit points: 12  
Contact hours: 3 per week  Campus: Kelvin Grove  
Teaching period: 2013 SEM-1

KMB112 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

KMB121 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

KMB122 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.
becoming commonplace. Real-time 3D engines allow technologies to enable virtual cinematography. This content presented lays the critical groundwork for more advanced practices in KIB226 Virtual Environments.

**Prerequisites:** KNB214 or KIB111 or KIB107 or KIB203

**Equivalents:** KIB215, KIB325, KIB310, KIB821

**Credit points:** 12

**Campus:** Kelvin Grove

**Teaching period:** 2013 SEM-1

**KNB221 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

**KNB222 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

**KNB311 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)
KNB312 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
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 screenplays. For non-KP25/KK34 (Film & Television) students, the unit provides an opportunity to address the theoretical underpinnings of the documentary form, and the processes of documentary production.

Equivalents: KPB358 Credit points: 12 Contact hours: 4 per week Campus: Kelvin Grove Teaching period: 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

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

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

**KTB207 STAGING AUSTRALIA**  
This unit introduces key concepts and practices pertaining to Australian theatre and drama of the twentieth and twentieth-first centuries. Theatre practices are explored in relation to broader social and political concerns.  
**Equivalents:** KTB253  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KTB210 CREATIVE INDUSTRIES MANAGEMENT**  
This unit introduces management techniques within the Australian creative industries environment including company structures, cultural policy, strategic management and leadership in the arts, legal, ethical, economical and social requirements of arts, boards, and entrepreneurial activity.  
**Prerequisites:** Completion of 72 credit points of study  
**Equivalents:** KTB061  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KTB211 CREATIVE INDUSTRIES EVENTS AND FESTIVALS**  
Combination of practical and theoretical investigation into how strategy and mission work in arts agencies in arts, events, promotion and public relations in Australia.  
**Prerequisites:** Completion of 72 credit points of study or admission to KK86, KK88, KJ42 or IX96  
**Antirequisites:** KTP406  **Equivalents:** KTB062  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KTB213 DIRECTING THEATRE**  
**SUBJECT TO FINAL APPROVAL**  
Directing text-based performance events, whether within a subscription season of 'traditional' theatre, or as a stand-alone event within the independent theatre sector, or within a festival context, requires highly developed creative skills and sound managerial and organisational abilities.  
This third year undergraduate unit examining the artistic processes and project-management responsibilities that a drama director must fulfill, is essential for students wishing to further their practice as directors, or as performance-makers within educational settings or within the creative industries. It builds on skills and perspectives acquired in units such as Performing Skills 1&2, Performance Innovation, Production 1&2, Understanding Theatre and Staging Australia.  
**Prerequisites:** Completion of 72cp of study (% units)  
**Equivalents:** KTB306  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KTB302 POSTDRAMATIC THEATRE**  
The elements of drama and the conventions of various periods have provided the pivot around which genres and forms of theatre can be studied. However, in recent decades a fresh species of drama has emerged called postdramatic theatre that challenges many of the traditional terms we use to define and make theatre.  
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  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**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

**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

**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.

Equivalent: KVB702  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KVB104 PHOTOMEDIA AND ARTISTIC PRACTICE
This unit aims to provide you with an understanding of the aesthetic aspects of various photomedia concepts and processes and the artistic use of genres. It also aims to give you proficiency in alternative and experimental uses of photographic processes, establishing an understanding of investigative and creative research. By including a range of photographic processes as part of the photographic artist's repertoire, this unit aims to give you a broad range of choices and approaches to creating images. The unit encourages you to engage with photography as a medium for visual and artistic expression in order to extend your own photographic practice.
Antirequisites: KKB020, KKP420, KVP402, KJP420
Equivalent: 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.
Equivalent: KVB444  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KVB211 POST 1945 ART
This unit introduces the historical, philosophical, economic, political, social, cultural, artistic and formal issues related to the production of art since 1945 and into the post-modern 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

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.
Equivalent: 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 addressing artistic media such as painting, sculpture and installation. The 'Video Art and Culture' unit supplements these by instituting a specialised study of artistic and cultural practice that focuses on new mass media technology. The unit therefore enhances, extends and updates knowledge of recent art strategies in contemporary society.
Equivalent: KVB703  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.
Equivalent: 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
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 stylicists, students will work on unpacking, theorising and then replicating literary techniques used by a wide range of exemplary authors. This unit provides 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

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

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 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 provides 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: 3hr combined lecture and workshop per week, plus self-directed creative practice, plus weekly analysis activities, plus peer reflection activities – ten hours in total. Campus: Kelvin Grove Teaching period: 2013 SEM-1

KXB101 INTRODUCTION TO ENTERTAINMENT
The entertainment industries are by far the largest sector of the creative industries; in 2007, the global Entertainment industry was worth $2.4 trillion, and it is projected to grow to $3.5 trillion by 2012. Entertainment industries include but are not limited to: TV, popular music, major entertainment events, games, radio, entertainment marketing, sports media, theme parks, and movies. In this unit you will learn about the nature of entertainment, and how the entertainment industries work. This unit familiarises you with:
- The history of entertainment.
- Key characteristics of entertainment.
- The relationship between entertainment and the wider creative industries.
- Changes in entertainment over the period of modernity.
- The size and nature of entertainment industries.
Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1
KXB102 GLOBAL ENTERTAINMENT
Entertainment and entertainment industries are a global phenomenon. In this unit you will learn about important entertainment industries in specific places—such as Bollywood, Hollywood, and South Korean computer games—as well as about the ways in which important entertainment forms such as soap operas, theme parks, sport as entertainment, and pop music (specifically Cantopop) work in different cultures around the world.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2012 SEM-2

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

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

KXB301 ENTERTAINMENT INDUSTRIES MAP
Industry networks are of key importance in Entertainment. In this unit you will extend and apply your critical knowledge of entertainment industries to the 'real-world' task of creating and updating an online directory of entertainment industries. The online directory will be a public product.

Prerequisites: KXB101 and (36 credit points from AMB200, AMB207, BSB126, KPB101, KPB116, KXB102, KXB201, LWS008 and LWS009)  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

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