Graduate Certificate in Creative Industries (Animation) (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February, July
International Entry: February and July
Total credit points: 48
Standard credit points per full-time semester: 48
Standard credit points per part-time semester: 24
Course coordinator: Dr Helen Klaebe
Discipline coordinator: Mr Chris Denaro
Campus: Kelvin Grove

Animation
This program is offered to students from both cognate and non-cognate fields of study and targets mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. In this Study Area specialist academics deliver a rich suite of animation units. These foundational units will introduce students to the technical attributes required to become an animator.

Overview
The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Animation Study Area
This Study Area explores the creative potential involved in the study of animation, as an artistic practitioner of Creative Industries. Students will be introduced to practical content that will assist continuing personal practice.
This Graduate Certificate aims to provide an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Animation Study Area units. This course aims to provide an understanding of the fundamental principles of animation and its application. Such a framework will provide some of the technical tools required to animate.

Course Structure
To graduate with a Graduate Certificate in Creative Industries (Animation), students are required to successfully complete 48 credit points, as specified in the course structure.

Entry requirements
An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time Course structure

<table>
<thead>
<tr>
<th>Semester 1</th>
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<tbody>
<tr>
<td>Choose three from the List A Unit Options</td>
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<td>SELECT List A - Animation Unit</td>
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<td>SELECT List A - Animation Unit</td>
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<td>SELECT List A - Animation Unit</td>
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<td>SELECT List B - Creative Industries Unit</td>
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Part time course structure

<table>
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<tr>
<th>Semester 1</th>
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<tbody>
<tr>
<td>Choose two from the List A Unit Options</td>
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<td>SELECT List A - Animation Unit</td>
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<td>SELECT List A - Animation Unit</td>
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<tr>
<th>Semester 2</th>
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<td>Choose one from the List A and one from the List B Unit Options</td>
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<td>SELECT List A - Animation Unit</td>
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<td>SELECT List B - Creative Industries Unit</td>
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List A - Animation Unit Options

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<tr>
<th>Animation</th>
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<tbody>
<tr>
<td>KIB108 Animation History and Practices</td>
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<tr>
<td>KIB203 Introduction to 3D Computer Graphics</td>
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## List B - Creative Industries Unit Options

<table>
<thead>
<tr>
<th>Unit Options</th>
<th>Description</th>
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<tr>
<td>AMN400 Consumer Behaviour</td>
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<td>AMN420 Advertising Management</td>
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<td>KCB103 Strategic Speech Communication</td>
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<td>KCB302 Political Communication</td>
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<td>KCB304 Managing Communication Resources</td>
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<td>KCP402 New Media Studies</td>
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<td>KCP407 Applied Professional Communication</td>
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<td>KFB106 Unspeakable Beauty: A History of Fashion and Style</td>
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<td>KFB205 Fashion and Style Journalism</td>
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<td>KFB207 Contemporary Fashion</td>
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<td>KFB208 Fashion Portfolio</td>
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<td>KIB108 Animation History and Practices</td>
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<tr>
<td>KIB203 Introduction to 3D Computer Graphics</td>
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<td>KIB205 Programming for Visual Designers and Artists</td>
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<tr>
<td>KIB214 Design for Interactive Media</td>
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<td>KIB225 Character Development, Conceptual Design and Animation Layout</td>
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<td>KIP401 Visual Communication</td>
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<td>KIP402 Visual Interactions</td>
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<td>KIP403 Introduction to Web Design and Development</td>
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<td>KIP404 Digital Media</td>
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<td>KIP405 Animation and Motion Graphics</td>
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<td>KIP424 Advertising Creative: Introduction</td>
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<td>KIP426 Advertising Creative: Copywriting and Art Direction</td>
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<td>KJB211 Layout and Design</td>
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<td>KJB222 Online Journalism 1</td>
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<td>KJB239 Journalism Ethics and Issues</td>
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<td>KJB280 International Journalism</td>
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<td>KJB304 Sub-Editing</td>
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<td>KJP401 Newswriting</td>
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<td>KJP402 Journalistic Inquiry</td>
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<td>KJP403 Feature Writing</td>
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<td>KKB175 Creative Industries Legal Issues</td>
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<td>KKB350 Creative Industries International Study Tour</td>
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<td>KKN320 Postgraduate Workplace Learning</td>
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<td>KKP402 Business and Corporate Development in the Creative Industries</td>
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<td>KKP403 Special Topic in the Creative Industries</td>
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<td>KKP404 Policy Development in Creative and Cultural Industries</td>
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<td>KKP405 Co-Creative Media: Digital Storytelling</td>
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<td>KKP406 Global Media and Communication</td>
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<td>KKP407 Creative Industries in Asia</td>
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<td>KKP408 Marketing Arts and Culture</td>
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<td>KMB003 Sex Drugs Rock 'n' roll</td>
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<td>KMB107 Sound, Image, Text</td>
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<td>KMB205 Sound Media Musicianship</td>
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<td>KMB301 The Music Industry</td>
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<td>KMB304 World Music</td>
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<td>KMB119 Music and Sound Production 1</td>
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<td>KMB129 Music and Sound Production 2</td>
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<td>KPMB07 Film and Television Scriptwriting</td>
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<td>KTB207 Staging Australia</td>
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<td>KTB210 Creative Industries Management</td>
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<td>KTB211 Creative Industries Events and Festivals</td>
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<td>KTP401 Contemporary Performance</td>
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<td>KVKB205 Drawing for Design</td>
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<td>KVB106 Drawing for Animation</td>
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<td>KVB204 Graphic Design</td>
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<td>KVP402 Photomedia and Creative Practice</td>
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<td>KWB101 Introduction to Creative Writing</td>
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<td>KWB102 Media Writing</td>
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<td>KWB104 Creative Writing: The Short Story</td>
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<td>KWB107 Creative Non-Fiction</td>
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<td>KWB206 Youth and Children's Writing</td>
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<td>KWB207 Great Books: Creative Writing Classics</td>
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<td>KWB211 Stylistics and Poetics</td>
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<td>KWB302 Novel and Genre</td>
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<td>KWB304 Editing and Developing the Manuscript</td>
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<td>KWB313 Novel and Memoir</td>
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<td>KWP402 Persuasive Writing</td>
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**KWP405** Corporate Writing and Editing

**NOTE:** KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

**Potential Careers:**
Animator, Computer Games Developer, Internet Professional, Multimedia Designer, Web Designer.

**UNIT SYNOPSISES**

**AMN400 CONSUMER BEHAVIOUR**
This unit provides an introduction to the area of consumer behaviour and a forum for discussion of theory and research in the field. The current state of consumer behaviour research will be reviewed and some of the emerging trends in the area are explored through several avenues of assessment. The unit provides the environment for students to conduct their own research in areas that are relevant, of interest to them and reflect the interdisciplinary nature of consumer behaviour.

**Antirequisites:** MIN419  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1 and 2010 SEM-2

**AMN420 ADVERTISING MANAGEMENT**
This unit empowers students to make effective management decisions within the advertising process. It examines the setting of advertising objectives, and the need for coordination of these with marketing, communication and organisational objectives. It develops a sound understanding of advertising regulations and ethics, budgeting, research and campaign coordination. It further examines management's participation in the creative, media and production processes, and the contribution of advertising management to the cohesion and creativity of the agency.

**Antirequisites:** CON417  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1 and 2010 SEM-2

**KCB302 POLITICAL COMMUNICATION**
This unit provides an overview of the theory and practice of political communication and the role of discursive strategies in the social construction of meaning, with particular reference to media and communications industries. The unit examines political campaigns in Australia and internationally, through a critical examination of theories of media influence, as well as notions of crisis management, rhetorical models, persuasion theory, and the use of images as a power resource to succeed in political campaigns. The unit explores how survey research helps the planning and development of political strategies through an analysis of their application in recent political campaigns.

**Equivalents:** KCB311  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

**KCB304 MANAGING COMMUNICATION RESOURCES**
An understanding of controlled media (ie media in which the communicator, rather than a gatekeeper, controls the final content), in both print and electronic forms, is critical for professional communicators. Controlled media resources remain the most common tools developed during communication campaigns. This unit develops your ability to devise effective resources for clients. You will develop practical skills in managing projects, researching the audience, writing and designing resources, testing their work, and seeing the product through to final production. This unit involves desktop publishing training and offers you an opportunity to develop a print or electronic resource for a client.

**Prerequisites:** Completion of 72 credit points of study  

**Equivalents:** KCB335  Credit points: 12  Contact hours: 5.5 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

**KCP402 NEW MEDIA STUDIES**
This unit considers the social, cultural, economic and political implications of development of new media technologies, such as the Internet and World Wide Web, broadband cable and satellite technologies. This unit considers the following: the historical development of technologies; different understandings of digital culture; the impact of new media forms upon cultural practices and modes of social interaction; the impact of new media in traditional media industries (print, broadcast) and areas such as entertainment and education; the legal, regulatory and policy issues arising from the development of new media technologies.

**Equivalents:** KCP336  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching
KCP407 APPLIED PROFESSIONAL COMMUNICATION
This unit hones your skills in professional communication and integrates the important skills of writing and presenting under a strategic planning framework. It includes a focus on leadership, teamwork, audience analysis, evaluation, and ethics.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KFB106 UNSPEAKABLE BEAUTY: A HISTORY OF FASHION AND STYLE
Fashion has been a defining feature of Western culture for over 500 years. Contemporary fashion regularly revisits earlier approaches to dressing the body. This unit studies key figures in the history of fashionable dress who defined the standards of beauty for their time. It provides students with a basis for understanding fashion as a significant form of visual culture as well as providing a vital sense of history.
Credit points: 12  Contact hours: 2.5 per week  Campus: Kelvin Grove  Teaching period: 2010 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.
Assumed knowledge: KFB103 plus completion of 72 credit points of study; or enrolment in a Creative Industries Postgraduate course is assumed knowledge  Equivalents: KJB339  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 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: 2010 SEM-2

KFB208 FASHION PORTFOLIO
In the fashion design and associated industries digital illustration/graphic and presentation skills are increasingly necessary to present creative and professional work. Through the use of technology, fashion and textile designers, illustrators and photographers can present and enhance their applied creativity by augmenting traditional hand skills with a range of digital processes. This unit introduces the learner to this knowledge and to the processes and practices that will enable the student to develop a concept driven fashion portfolio.

KIB108 ANIMATION HISTORY AND PRACTICES
The unit is an introductory examination of the development of animation. It addresses social, cultural, economic and technological themes that have shaped notable practitioners and established animation as a significant medium for the expression of popular culture, artistic experiment and philosophical, social and political comment.
Equivalents: KIB825  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB203 INTRODUCTION TO 3D COMPUTER GRAPHICS
The field of 3D computer graphics has grown from being a highly specialist field, supported by large film studios, into a vast and growing industry. Throughout film and television, scientific visualization, industrial and architectural design, physical modelling, animation and gaming; 3D visualisation has become a significant contributor to the construction of virtual worlds and the simulation of physical environments. This unit provides an introduction to the world of 3D graphics, paying particular attention to pre-production techniques, project management, 3D modelling techniques, and designing virtual environments. It establishes a foundation for advanced study in subsequent units on Real-Time Computer Graphics and Virtual Environments. Theoretical understandings gained through lectures will be supplemented with technical skills in workshops, and applied to the production of 3D environments in design studios.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 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.
Antirequisites: INB270  
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: 2010 SEM-2

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

Prerequisites: KIB102 or KIB202 or KIB802 or KIP402  
Equivalents: KIB210  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

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

Prerequisites: KIB203 or KIB107  
Equivalents: KIB106, KIB807  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-2

KIB325 REAL-TIME 3D COMPUTER GRAPHICS
This unit provides the opportunity for extending the principles of 3D computer graphics into the emerging field of virtual environments that respond to interaction in real time. In this unit you will cover the principals of real-time modeling; texture acquisition for real-time environments and interaction design in the 3D context. This unit provides an opportunity where students studying 3D computer graphics can apply animation and interactive design principles to real-time spaces. These principles can be applied to the fields of game design and interactive 3D environments.

Prerequisites: KIB225  
Equivalents: KIB310, KIB821  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIP402 VISUAL INTERACTIONS
This unit further develops interface design skills for communications technologies including design priorities, visual systems, refinement of concepts, project analysis and problem solving through presentation models.

Prerequisites: KIB102, KIB802  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-2

KIP403 INTRODUCTION TO WEB DESIGN AND DEVELOPMENT
This unit provides an introduction to theories and skills underpinning the application of multimedia technology with the Creative Industries, providing a foundation of conceptual and practical skills related to contemporary modes of electronic hypermedia production, communication and publishing.

Prerequisites: KIB103, KIB807  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1 and 2010 SEM-2

KIP404 DIGITAL MEDIA
This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles.

Prerequisites: KIB104, KIB808  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1 and 2010 SEM-2

KIP405 ANIMATION AND MOTION GRAPHICS
This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on principles of design in motion.

Prerequisites: KIB105, KIB804  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-2

KIP424 ADVERTISING CREATIVE: INTRODUCTION
This unit provides an introduction to the creative side of advertising, involving the analysis of advertising creative content, the development of creative strategies, creative concepts, and the crafting of persuasive ideas. The unit is the foundation for further work in creative advertising, and provides you with a thorough grounding in creative advertising history, industry practices, strategies and concept development.

Equivalents: KCP404, KCP360  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1 and 2010 SEM-2

KIP426 ADVERTISING CREATIVE: COPYWRITING AND ART DIRECTION
Copywriting and art direction are fundamental to creative advertising practice. Both tasks exist at the front end of...
advertising: copywriters and art directors help to bring advertising campaigns to life through creative concept development, writing, and liaising with both clients and artists. This unit builds on the introductory creative advertising units. It examines contemporary advertising theory and practice and develops practical skills in writing and art directing. Case studies examine a wide range of advertising campaigns, including campaigns to sell products, corporate reputations, and not-for-profit organisations.

**Prerequisites:** KIP424, KCP404, or KCP360 (can be enrolled in the same teaching period)  
**Equivalents:** KCP406, KCP362  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1

**KJB211 LAYOUT AND DESIGN**

In this unit, students will learn how to use visual mediums (e.g. words, pictures, headlines, fact boxes etc) to best communicate to a variety of journalism audiences.

Using the latest computer design package, students will be taught to apply design theory to publish journalistic copy, incorporating photographs, images, graphics, tables, headlines and captions. They will learn the importance of print size, spacing, columns, captions and other visual communication devices in capturing the attention of an increasingly visual literate society.

**Prerequisites:** KJB120 or KJP400  
**Equivalents:** KJB322  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 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:** 2010 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:** 2010 SEM-1

**KJB280 INTERNATIONAL JOURNALISM**

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

**Prerequisites:** KJB120 or KJP400  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**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:** 2010 SEM-1

**KJP401 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; the evolution and theories of reporting.

**Equivalents:** KJP120  
**Credit points:** 12  
**Contact hours:** 3 per week, plus several seminars during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1 and 2010 SEM-2
KJP402 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 will have opportunities to write stories related to different news rounds throughout the semester.
Equivalents: KJP121 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2010 SEM-1 and 2010 SEM-2

KJP403 FEATURE WRITING
In this unit you will conduct interviews and other research that you use to write Internet, newspaper and magazine articles that profile personalities or that treat processes, events and places to exploit their human-interest value.
Equivalents: KJP224 Credit points: 12 Contact hours: 3 per week, plus several seminars during semester Campus: Kelvin Grove Teaching period: 2010 SEM-1 and 2010 SEM-2

KKB175 CREATIVE INDUSTRIES LEGAL ISSUES
This unit introduces Creative Industries students to the law which applies to their professional practice and theoretical study. The unit provides a foundational approach to general aspects of law as well as particular topics for students in these fields. The unit is based on a core set of lectures and tutorials which are offered in two strands: Strand 1 for Journalism and Media Communication; Strand 2 for Other Creative practices.
Equivalents: KKB275 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2010 SEM-2

KKB350 CREATIVE INDUSTRIES INTERNATIONAL STUDY TOUR
This unit is designed for students who have completed at least one year full time study of a QUT Creative Industries Faculty course and are ready to expand their horizons by gaining experience of international creative industries practice in creative cities. Creative cities contain tourist districts, art museums, galleries, fashion houses, creative precincts, production houses and the like, managed by internationally recognised cultural producers, designers and professionals. The unit addresses the issues that pertain to the culture that is produced and exhibited in the city or cities selected for the tour and provides the opportunity for students to interact with internationally recognised creative artists and cultural professionals.
IMPORTANT NOTE: The cost of the 2-3 week tour is estimated at between four and five thousand dollars.
Prerequisites: Completion of 72 credit points of study (K% units) Credit points: 12 Contact hours: 2-3 week tour and several lectures during semester Campus: Kelvin Grove Teaching period: 2010 SEM-2

KKN320 POSTGRADUATE WORKPLACE LEARNING
It is important that Creative Industries professionals gain real work 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 elective unit is offered during postgraduate courses so that students are able to apply appropriate, transferable skills to a workplace or professional context.
Equivalents: KKN330, KKN340-1, KKN340-2 Credit points: 12 Contact hours: Between 90 and 100 hours duration Campus: Kelvin Grove Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

KKP402 BUSINESS AND CORPORATE DEVELOPMENT IN THE CREATIVE INDUSTRIES
This unit introduces issues involved in selecting and refining a concept/idea/new product in the creative industries. Topics include: business opportunity recognition; screening for potential viability and sustainable competitive advantages; identifying and analysing strategic options; creating a marketing strategy and outlining the production and operations, human resources, and financial plans for a selected creative industries venture. You build the components of a business model for your selected creative concept and write a formal business plan for that concept/product. You examine and critique the business models of a variety of existing businesses in the creative industries during the semester.
Equivalents: GSN225 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2010 SEM-1

KKB175 CREATIVE INDUSTRIES LEGAL ISSUES
This unit introduces Creative Industries students to the law which applies to their professional practice and theoretical study. The unit provides a foundational approach to general aspects of law as well as particular topics for students in these fields. The unit is based on a core set of lectures and tutorials which are offered in two strands: Strand 1 for Journalism and Media Communication; Strand 2 for Other Creative practices.
Equivalents: KKB275 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2010 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.
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Equivalents: KKB275 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2010 SEM-2

KKB350 CREATIVE INDUSTRIES INTERNATIONAL STUDY TOUR
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Equivalents: GSN225 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2010 SEM-1
KKP404 POLICY DEVELOPMENT IN CREATIVE AND CULTURAL INDUSTRIES
In this unit, you will undertake an overview of the creative industries as a major element of the global knowledge economy. You will critically analyse key creative industries concepts such as: the knowledge-based economy; networks and clusters; economic aspects of culture and creativity; creative cities; organisation of creative work; creativity and management; social entrepreneurship.
Equivalents: KCP018, KCP401  Credit points: 12
Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2010 SEM-1

KKP405 CO-CREATIVE MEDIA: DIGITAL STORYTELLING
In this unit you will learn about the breadth of achievements of research in the Creative Industries (for example, in making visible the creative economy. This knowledge is essential for arts and creative industries managers. You will also have the option to experience deep learning in the theory and practice of one particular creative human capital development technique and qualitative research platform, known as Digital Storytelling.
Equivalents: KCP403, KCP353  Credit points: 12
Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2010 SUM-2, 2010 SEM-1, 2010 5TP3, 2010 5TP5 and 2010 6TP6

KKP406 GLOBAL MEDIA AND COMMUNICATION
This unit provides an advanced-level overview of key developments in 21st century global media and communications. It considers the theoretical underpinnings of global media from perspectives including political economy, cultural studies and professional practice. It will examine major international developments in journalism, advertising, film and television and new media, through a grounded case study approach into global media developments, with particular emphasis on developments in Australia, the Pacific and Asia.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove
Teaching period: 2010 SEM-1

KKP407 CREATIVE INDUSTRIES IN ASIA
Forces associated with the rise of creative industries, such as globalisation, the knowledge-based economy, and media and communications networks are significantly shifting both public policy and creative practice in the Asia-Pacific region, and raising new challenges, tensions and contradictions in politics, economics and culture. This unit will provide you with an understanding of how developments in the creative industries will affect the economics, politics and cultural development of nations and people in the Asian region.
Equivalents: KTP407, KCP354  Credit points: 12
Contact hours: 2.5 per week  Campus: Kelvin Grove

KKP408 MARKETING ARTS AND CULTURE
This unit examines and applies theories of arts marketing for arts cultural organisations. The focus is on audience development, but product and service development models in the mission driven arts environment provide the context for you to develop marketing strategies, marketing plans and campaigns for arts and cultural management.
Equivalents: KTP408, GSN228  Credit points: 12
Contact hours: 2 per week  Campus: Kelvin Grove
Teaching period: 2010 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
Teaching period: 2010 SUM-2, 2010 SEM-1, 2010 5TP3, 2010 5TP5 and 2010 6TP6

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: 2010 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
Teaching period: 2010 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: 2010 SEM-1

KMB129 MUSIC AND SOUND PRODUCTION 2
This unit builds on Music and Sound Production 1. It introduces students to sound synthesis and signal
processing and extends the students understanding of the approaches and aesthetics underpinning creative music and sound production. Students will further develop practical skills in music and sound composition and deepen their knowledge of the hardware and software commonly used in creative production.

**Equivalents:** KMB105, KMB619  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KMB205 SOUND MEDIA MUSICIANSHIP**
This unit offers an in-depth study of music as a sound phenomenon. It explores music through understanding the physics of sound, psycho-acoustics, spectro-morphology, and tools and techniques for sound manipulation. As a musicianship unit, this exploration involves analysis, research and composition.

**Prerequisites:** KMB131 or KMB633 or KMB104 or KMB649  
**Equivalents:** KMB635  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KMB301 THE MUSIC INDUSTRY**
This unit facilitates a smooth and confident transition from undergraduate experiences to life in the arts workforce. It includes exploration of current issues in the arts, and development of professional skills including public speaking, meeting procedures and career management.

**Equivalents:** KMB056  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

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

**Equivalents:** KWB229, KWB105  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1 and 2010 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:** 2010 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 or admission to KKB68, KKB88, KJ42 or IX96  
**Equivalents:** KTB061  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 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 KKB68, KKB88, KJ42 or IX96  
**Antirequisites:** KTP406  
**Equivalents:** KTB062  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KTP401 CONTEMPORARY PERFORMANCE**
School curriculum documents present Drama as a stable field of study. 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 Performance to challenge many of the traditional terms we use to define Theatre.

**Antirequisites:** KTB204  
**Equivalents:** KTN002  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1

**KTB105 DRAWING FOR DESIGN**
This is a studio based unit that introduces you to media, processes, strategies and traditions of drawing and associated imagery for use in animated media. The development of critical/reflective frameworks of traditional and contemporary practice underpins studio development.

**Equivalents:** KTB755  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1

**KTB106 DRAWING FOR ANIMATION**
This unit develops individual knowledge, concepts and skills to enable you to articulate and present capabilities of motion through drawing for contemporary animation practices.

**Equivalents:** KTB756  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KVP204 GRAPHIC DESIGN**
Graphic design is a long established field of study involving the presentation of aesthetic elements, image and text for the purpose of effective communication. New modes of reproduction, display and transmission are reshaping the way that text, images and messages are communicated. This unit will develop an understanding of enduring graphic design principles, emphasize the importance of targeted communication, and introduce new and innovative ways of...
approaching graphic design for contemporary media. You will apply these principles by articulating and graphically presenting design options for production in a range of mediums. Lectures will introduce graphic design principles, theory and practices and this knowledge will be applied in a range of contexts within design studios.

**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.

**Prerequisites:** KIB101 or KIB801 or KIP401

**Antirequisites:** KVP401

**Credit points:** 12

**Contact hours:** 4 per week

**Campus:** Kelvin Grove

**Teaching period:** 2010 SEM-2

**KVP402 PHOTOMEDIA AND CREATIVE PRACTICE**
This unit provides you with an understanding of conceptual, technical and aesthetic perspectives as encountered in a number of contemporary photographic genres. The unit teaches you strategies for developing and applying advanced processes and concepts in Photomedia to the creation of your own personal work. It also encourages critical understanding of contexts that will contribute to your ability to work in a variety of creative and industry settings.

**Antirequisites:** KVB104, KVB509

**Credit points:** 12

**Contact hours:** 5 per week

**Campus:** Kelvin Grove

**Teaching period:** 2010 SEM-1

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

**Equivalents:** KWB250

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2010 SEM-1

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

**Antirequisites:** KWP401

**Equivalents:** KWB111

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Kelvin Grove

**Teaching period:** 2010 SEM-1 and 2010 SEM-2

**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:** 2010 SEM-1 and 2010 SEM-2
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. Equivalent: 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: 2010 SEM-1

KWB302 NOVEL AND GENRE
This unit is a key advanced Creative Writing unit in the Advanced Writing Practice package. This unit enables you to develop a sustained and coherent piece of work, and develop the analytical, practical and professional skills needed to work within this unique form. The focus is on the longer narrative form and across various genres. The unit is also designed to enable you to begin to develop a critical understanding of your own and others approaches to the writing life. This unit includes face-to-face and electronic learning environments designed to facilitate the development of professional reading, editing and writing skills.

Equivalents: KWP103, KWP400  Credit points: 12  Contact hours: 3 hour intensive workshop, plus self-directed creative practice and peer critiquing. Total hours per week – 10.  

Campus: Kelvin Grove  Teaching period: 2010 SEM-2

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

Equivalents: KWP104, KWP404  Credit points: 12  Contact hours: 3 per week  

Campus: Kelvin Grove  Teaching period: 2010 SEM-1

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

Equivalents: KWP315  Credit points: 12  Contact hours: 3 per week  

Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KWP402 PERSUASIVE WRITING
This unit teaches the use of persuasive writing in the workplace. The unit analyses a variety of writing genres to reveal how they persuade their audiences. The analysis is founded on critical discourse and semiotic theory. You will apply these learned techniques and theories to produce a portfolio of persuasive writing. It covers a range of genres such as public health campaigns, proposals, speechwriting and political persuasion.

Equivalents: KWP315  Credit points: 12  Contact hours: 3 per week  

Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KWP405 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).

Equivalents: KWP106  Credit points: 12  Contact hours: 4 per week  

Campus: Kelvin Grove  Teaching period: 2010 SEM-2