Master of Creative Industries (Interdisciplinary) (KK88)

Year offered: 2013  
Admissions: Yes  
CRICOS code: 064900A  
Course duration (full-time): 1.5 years  
Course duration (part-time): 3 years  
Domestic Fees (indicative): 2013: $9,000 (indicative) per Semester  

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, July  
Deferment allowed: No  
Total credit points: 144  
Standard credit points per full-time semester: 48  
Standard credit points per part-time semester: 24  
Course coordinator: Dr John Banks  
Campus: Kelvin Grove  
Attendance: Part-time, Full-time  

Additional 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.

Course highlights
- Tailor your study to further develop your creative skills and cultivate your creative aspirations.
- Learn how creative industries responds to the drivers of economic, cultural, environmental and social change.
- Develop the skills and techniques required for an entrepreneurial approach to creative industries.
- Plan, implement and evaluate a major project such as an entrepreneurial business plan, research project or internship.

Details:
Interdisciplinarity is central to creative practice in creative industries. The lines between creative fields are increasingly blurred; visual artists use moving images, performers use digital media in site-specific works, and collaborative teams create sophisticated productions that captivate our senses.

Interdisciplinary study area

These courses provide a unique opportunity to experiment across creative disciplines, and to build a postgraduate qualification that will develop your creative talents or suit your individual career aspirations.

You can enhance your existing practice by choosing units that provide practical skills in a range of areas, including animation, creative or professional writing, event production, interaction design, journalism, music and sound, professional communication or creative advertising.

You will broaden your knowledge of the creative industries, gain an understanding and appreciation of how different creative disciplines relate to one another, and build your ability to work in collaborative teams through project work.

Full time and Part time course structure for students commencing in February

Year 1, Semester 1 (February)

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Name</th>
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<tbody>
<tr>
<td>KKP001</td>
<td>Entrepreneurship in the Creative Economy</td>
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<tr>
<td>KKP002</td>
<td>20:20 Vision: Imagining the Creative Future</td>
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SELECT Interdisciplinary Unit Option

Year 1, Semester 2 (July)

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<th>Code</th>
<th>Course Name</th>
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<tr>
<td>KKP003</td>
<td>Project Design in the Creative Industries</td>
</tr>
<tr>
<td>KWP420</td>
<td>Transmedia Storytelling: From Interviewing to Multi-Platform</td>
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SELECT Interdisciplinary Unit Option

Year 2, Semester 1 (February)

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<tr>
<th>Code</th>
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<tbody>
<tr>
<td>KKP004-1</td>
<td>Innovation in the Creative Industries: Major Project</td>
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<td>KKP004-2</td>
<td>Innovation in the Creative Industries: Major Project</td>
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<td>KKP004-3</td>
<td>Innovation in the Creative Industries: Major Project</td>
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<td>KKP004-4</td>
<td>Innovation in the Creative Industries: Major Project</td>
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NOTE: For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.
Full time and Part time course structure for students commencing in July

Year 1, Semester 2 (July)

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<td>Creative Industries Postgraduate Unit Option</td>
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Interdisciplinary Unit Options

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<td>AMN400</td>
<td>Consumer Behaviour</td>
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<td>AMN420</td>
<td>Advertising Management</td>
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<td>KAP401</td>
<td>Advertising Creative: Introduction</td>
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<td>KAP402</td>
<td>Advertising Creative: Copywriting and Art Direction</td>
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<td>KCP407</td>
<td>Applied Professional Communication</td>
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<td>KCP408</td>
<td>Exploring New Media Worlds</td>
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<td>KCP415</td>
<td>Co-Creative Media: Digital Storytelling</td>
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<td>KCP416</td>
<td>Global Media and Communication</td>
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<td>KCP417</td>
<td>Creative Industries in Asia</td>
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Creative Industries Postgraduate Unit Options

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**NOTES:**
* KIP424 has been recoded KAP401.
* KIP426 has been recoded KAP402.
* KKP405 has been recoded KCP415.
* KKP406 has been recoded KCP416.
* KKP410 has been recoded KCP418.
* KCB302, KCB304, KFB106, KFB205, KFB208, KIB108, KIB203, KIB205, KJB221, KJB222, KJB239, KJB280, KJB304, KKB350, KMB003, KMB004, KTB207, KTB210, KTB211, KWB107 and KWB206 may count as Creative Industries Postgraduate Unit Options if they were completed in 2011 or prior.
* KKP420 has been recoded KJP420.
* KVB106 has been recoded KNP421.
* KB105 has been recoded KNP423.

**Potential Careers:**
Administrator, Art Project Manager, Art Writer, Government Officer, Information Officer, Public Servant, Visual Artist.

**UNIT SYNOPSES**

**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  
**Equivalents:** AMX400  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point and External  
**Teaching period:** 2013 SEM-1 and 2013 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  **Equivalents:** AMX420  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KAP401 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:** KIP424, KCP404, KCP360  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KAP402 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:** KAP401 or KIP424 or KCP404 or KCP360  **(can be enrolled in the same teaching period)**

**Equivalents:** KIP426, KCP406, KCP362  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KAP403 ADVERTISING CREATIVE: TRENDS IN NEW MEDIA**
This unit develops core skills in the creative production of advertising for key electronic and print media: TV, radio, cinema, paper, print, magazine, and outdoors; with a strong emphasis on interactive and new media trends. It examines how creative advertisers use these media principles for creating effective ads; the media influence in the creative process; how to present concepts for each medium; and the roles, steps and components of creative advertising production. Through this process, you will expand your understanding of and skills in developing ads for the key electronic, print and new mediums.

**Equivalents:** KIP429  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KIP403 KAP401 KCP403 KCP353**

**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

**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:** 2013 SEM-1

**KCP408 EXPLORING NEW MEDIA WORLDS**
This unit focuses on the relationships between individuals and communities that are afforded, extended, amplified and intensified as well as attenuated by new media technologies and practices. You will explore the contemporary worlds of connections, play, commerce and politics through the lenses of new media. In the process, you will examine, confront and challenge the notion of the boundaries surrounding new media such as the limits of embodiment, nation-state sovereignty and their infrastructures of laws and economics.

**Antirequisites:** KCB207  **Equivalents:** KCP402, KCP336  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove

**KCP415 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:** KKP405, KCP403, KCP353  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1, 2013 5TP3 and 2013 SUM
KCP416 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 organisations, production processes and cultural factors, with particular emphasis on developments in Australia, the Pacific and Asia.
Equivalent: KKP406  Credit points: 12  Campus: Kelvin Grove

KCP417 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.
Equivalent: KKP407, KTP407, KCP354  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KCP418 FUNDAMENTAL MEDIA SKILLS FOR THE WORKPLACE
This unit introduces an array of media products that are often used in the workplace and allows students hands on experience of making media products. To discover principles of communication underlying practice, classes will discuss the use of a variety of media platforms, channels and tools.
Equivalent: KKP410  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2 and 2013 SUM-1

KFB207 CONTEMPORARY FASHION
Fashion is a vital dimension to contemporary culture; it is art and industry, idea, image and product. In its truest sense all Fashion is Contemporary fashion. This unit draws on ideas developed in Introduction to Fashion to provide a context for the shifting terrain of contemporary fashion. The unit addresses content such as key developments in fashion since 1970, significant International and Australian contemporary designers and current trends in the consumption, production and presentation of fashion.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

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
Equivalent: 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
Equivalent: KVP401  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KIP401 CRITICAL PRACTICES IN VISUAL DESIGN
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.
Prerequisites: KIB101, KIB801  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1 and 2013 SEM-2

KIP402 DESIGNING 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: 3.5 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KIP403 USER EXPERIENCE DESIGN
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:** KIB103, KIB807  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 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:** 2013 SEM-1 and 2013 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.  

**Antirequisites:** KVP402  
**Equivalents:** KJP121  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 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.  

**Antirequisites:** KVP402  
**Equivalents:** KJP121  
**Credit points:** 12  
**Contact hours:** 3 per week, plus several seminars during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2  

**KJP420 PHOTOJOURNALISM**  
Digital media increase the communication opportunities and challenges confronting creative professionals. This unit provides both an understanding of this changing communication environment and the application of digital photography principles and digital photography skills to enhance communication practice with visual design elements.  
In this unit students develop and apply digital photographic skills to explore this rapidly changing communication environment. Students enrolling in this unit should have a fundamental working knowledge of an SLR digital camera.  

Classes will explore technical approaches to digital photography, including press photography, photojournalism, documentary photography, landscape and portrait photography.  

* KKP420 has been recoded KJP420 from 2013.  
**Equivalents:** KKP420  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 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:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM  

**KKP001 ENTREPRENEURSHIP IN THE CREATIVE ECONOMY**  
Entrepreneurial skills are valuable assets to both the creative practitioner and creative industries management. This unit outlines the effectiveness of an entrepreneurial education in the creative economy. This unit aims to provide the creative industries practitioner/management with an understanding of the theory and practice of entrepreneurship by integrating the concepts, definitions, skills and techniques required for an entrepreneurial approach to creative industries.  

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

**KKP002 20:20 VISION: IMAGINING THE CREATIVE FUTURE**  
One condition of late modernity is rapid change and an increasing rate of change. This unit will address the drivers of change, the impact change has now and is likely to have in the mid term and how the creative industries formulation responds to these larger societal forces. Understanding of the dynamics of these forces is crucial for creative industries practitioners and professional in order to shape a future characterised by the creation of innovative action, forms and thought.  

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2
KKP003 PROJECT DESIGN IN THE CREATIVE INDUSTRIES
The cohesive and reflexive nature of creative producers permits their successful skill transfer to a variety of employment. Understanding the importance of collaboration and professional networking in the Creative Industries is therefore essential. The unit aims to critique the relevance of collaboration and professional networking to the creative practitioner/manager and combines these with relevant project management skills.

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

 KKPO04 INNOVATION IN THE CREATIVE INDUSTRIES: MAJOR PROJECT
This major project is the final and culminating activity of the Master of Creative Industries. It serves to focus each candidate’s learning through a specifically designed and substantial project that seeks to realise innovations in the candidate’s practice or workplace. Each project will be designed to ‘fit’ the scale, scope and focus of 48 credit points.

This unit aims to provide the creative industries worker with an opportunity to plan, implement and evaluate a major project professional project in the Creative Industries. Such a project may be located in the candidate’s workplace, constructed as an internship with an innovative firm or company or a piece of scholarly enquiry which addresses the challenges of innovation within one of the creative industries.

**Prerequisites:** KKP004-1 (can be enrolled in the same teaching period)  
**Credit points:** 12  
**Contact hours:** Expected contact hours will average approximately 10-12 hours per week over the course of the semester.  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

KKP004 INNOVATION IN THE CREATIVE INDUSTRIES: MAJOR PROJECT
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**Prerequisites:** KKP004-2 (can be enrolled in the same teaching period)  
**Credit points:** 12  
**Contact hours:** Expected contact hours will average approximately 10-12 hours per week over the course of the semester.  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

KKP004 INNOVATION IN THE CREATIVE INDUSTRIES: MAJOR PROJECT
This major project is the final and culminating activity of the Master of Creative Industries. It serves to focus each candidate’s learning through a specifically designed and substantial project that seeks to realise innovations in the candidate’s practice or workplace. Each project will be designed to ‘fit’ the scale, scope and focus of 48 credit points.

This unit aims to provide the creative industries worker with an opportunity to plan, implement and evaluate a major project professional project in the Creative Industries. Such a project may be located in the candidate’s workplace, constructed as an internship with an innovative firm or company or a piece of scholarly enquiry which addresses the challenges of innovation within one of the creative industries.

**Prerequisites:** KKP004-3 (can be enrolled in the same teaching period)  
**Credit points:** 12  
**Contact hours:** Expected contact hours will average approximately 10-12 hours per week over the course of the semester.
Campus: Kelvin Grove  Teaching period: 2013 SEM-1 and 2013 SEM-2

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

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

Equivalents: KMB105, KMB619  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

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

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: KVP105, KVP755  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KMB122 DRAFTING FOR ANIMATION 2
Animation incorporates conventions and interpretations of dynamic structure in space and time. Core skills and knowledge of drawing provide an essential foundation for existing and evolving modes for construction and presenting animated kinetic images. The discipline of animation requires a diverse range of traditional drawing skills that have been introduced in the prerequisite unit and are now translated into moving images. The emphasis of this unit focuses on the conventions of dynamic animated images in kinetic applications.

Equivalents: KVP106, KVP756  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KMB211 3D ANIMATION 2
When creating animated content for production, it is important to develop a solid methodology that allows an animator to work quickly and creatively while maintaining an acceptable level of quality. Being able to take direction and creatively respond to a brief while finding the best way to communicate an idea to an audience is a core skill that takes time to develop. The core communication skills of illustration, motion, blocking and layout follow industry standards in pre-production, and are required for the generation and presentation of ideas, as well as the exploration of form and character.

Prerequisites: KMB124 or KIB111 or KIB107 or KIB203

Equivalents: KIB225, KIB106, KIB807  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KNP421 ANIMATION PRACTICES
This unit explores the creative potential offered by the study of the history and practice of animation. You will be introduced to the cultures and theoretical approaches of past and present animators and the contribution they have made to the development of the language of animation. You will be encouraged to critically analyse, engage with, and respond to their works and reflect on diverse approaches to the use of the medium. A critical approach, developed by this content, provides a context for developing your own personal style and ongoing practice.

Equivalents: KIP408, KIB108, KKNB211, KIB825  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KNP423 ANIMATION AND MOTION GRAPHICS
The field of motion graphics has expanded rapidly, with its application extending beyond the role of cinematic storytelling to applications for title sequences, music promotion, marketing, computer games and information
design. This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on the principles of design in motion. This unit provides an introduction to the world of animated graphics, paying particular attention to pre-production techniques, design in motion, and idea generation. Through the development of screen-based works, you will apply traditional animation principles and techniques to communicate innovative temporal and spatial design solutions.

**Equivalents:** KIP405, KNB123, KIB105, KIB804  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 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:** 2013 SEM-1 and 2013 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:** 2013 SEM-1

**KTP406 CREATIVE INDUSTRIES: EVENTS AND FESTIVALS**
Combination of a practical and theoretical investigation into how strategy and mission work in arts agencies in arts, events, promotion and public relations in Australia.

**Antirequisites:** KTB211  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KTP408 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:** GSN228, KKP408  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KTP409 ARTS AND CULTURAL MANAGEMENT**
This unit provides students of arts and cultural management with an investigation and analysis of the management function of the not-for-profit arts organisation. It examines the strategic management approaches and operational procedures of arts organisations, including their relationships with the legal system, the media, business, the public, and the industrial provisions and human resources of the organisation.

**Equivalents:** GSN227  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KTP413 MANAGING MONEY IN THE ARTS**
Arts managers, event managers and creative producers play a critical role in taking great ideas to market. In this unit, you will examine the entrepreneurial strategies arts leaders use to implement their ideas in the current policy and economic climate. You will consider the role of corporate development, fundraising, grants, sponsorship and philanthropy.

**Equivalents:** KKP402, GSN225  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KTP414 ARTS AND CULTURAL POLICY**
In this unit, you will consider arts and creative industries policy initiatives in Australia, at Federal, state and local government levels, and internationally, with particular reference to the Asia-Pacific region. You will examine the way in which policy impacts on the work of creative producers, arts managers, and members of arts boards, and the role the arts manager plays in issues of governance, planning, advocacy, and accountability.

**Equivalents:** KCP018, KCP401, KKP404  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**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.

**Credit points:** 12  
**Contact hours:** 5 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KVP404 DIGITAL MEDIA**
Creating digital media requires an advanced understanding of audio-visual codes and conventions. It requires the ability to recognise various forms of screen-based media in the creative industries and understand how they construct meaning through technical, formal, symbolic and conceptual devices. Creating digital media also requires the ability to combine this knowledge with a range of specialised skills.
technical skills. In this unit, you will be introduced to the key formal devices and techniques operating across a broad range of digital media and moving image works. You will also learn how to acquire, manipulate and format digital media to create your own moving image works.

Equivalent: KIP404, KIB104, KVB114, KIB808 Credit points: 12  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1 and 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  
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  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1

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

Equivalent: KWB201  
Credit points: 12  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1

KWP401 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: KPB116, KWB102  
Credit points: 12  
Campus: Kelvin Grove

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:** 2013 SEM-1

**KWP403 CREATIVE WRITING: THE SHORT STORY**
The unit covers the writing of the short story in detail.

**Equivalents:** KWP350  
**Credit points:** 12  
**Contact hours:** Up to 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KWP404 EDITING AND DEVELOPING THE MANUSCRIPT**
This unit examines processes of editing and manuscript development from the viewpoint of both editor and writer. You participate in the managed development of a manuscript or a range of manuscripts. Classes are taken in intimate seminar mode.

**Antirequisities:** KWB304  
**Equivalents:** KWP104  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 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).

**Antirequisities:** KWB213, KWB106, KWB314  
**Equivalents:** KWP314  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KWP407 GREAT BOOKS: THE LITERARY CLASSICS**
This unit provides an overview of the enduring classic literary works. It will give you a better knowledge and understanding of the craft of storytelling and stimulate you to develop your own critical and creative writing as well as an understanding of yourself and others. The course commences with several of Chaucer's medieval tales and concludes with Vonnegut's modern anti-war classic Slaughterhouse Five. It includes Swift's biting satire and Emily Bronte's passionate Wuthering Heights. The unit aims to make such works accessible to students from all disciplines in the university, and provides valuable historical context and analysis of the writing craft in each case.

**Antirequisities:** KWB207, KWB301  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KWP420 TRANSMEDIA STORYTELLING: FROM INTERVIEWING TO MULTI-PLATFORM**
Advanced level research and creative practice in the Creative Industries Faculty, as well as innovative creative projects. Through a Special Topic unit, Masters, PhD and Professional Doctorate students at the postgraduate level can systematically engage with these initiatives through a structured program of attendance at key events, reading and investigation, and working in creative teams to develop project deliverables.

**Prerequisites:** Completion of 48cp of study  
**Equivalents:** KKP403  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**LWS011 JOURNALISM LAW**
It is important that all professionals have a sound working knowledge of the legal considerations that apply to their professional practice. This is especially true for journalists who provide information and commentary for the public good and in the public interest. As such, the study of law is important for you for two reasons. First, the important role journalists play in a democratic society mean that journalists are endowed with a public responsibility to engage in sound legal and ethical in practice. Second, the public role journalists play in society mean that there is a high level of scrutiny on their actions. Legal transgressions by journalists can prove costly and painful for journalists, their families, friends, colleagues and employers.

**Antirequisities:** LWS008  
**Equivalents:** KKB175, KKB275  
**Credit points:** 12  
**Campus:** Gardens Point and External  
**Teaching period:** 2013 SEM-2