Master of Creative Industries (Animation) (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-finance/study-costs/fee-schedule/table-i-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
Discipline coordinator: Mr Chris Carter
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
- Expand your employment options or transfer your existing skills into digital forms.
- Choose specific areas of animation in motion graphics, programming, drawing, concept design and character development.
- Learn industry standard tools from specialist academics and industry professionals.

Details:
Animation is reaching into more and more industries because of the increasing virtualisation of cultural material, the application of visualisation in a range of settings, and the emergence of new industries which rely on animators. This study area is suited to those seeking to broaden their employment options or transfer their existing design skills into digital forms.

Animation study area
Because animation requires strong practical capabilities, you will gain technical skills through studio-based learning. You will explore your creative potential as an artistic practitioner and also as a professional working in an animation setting.

You will study the fundamental principles of animation and its application in design contexts, and build a theoretical framework for your studio practice. You will have the freedom to choose the areas of animation you wish to study from topics such as motion graphics, programming, drawing, concept design and character development.

The animation study area has been designed in collaboration with industry specialists and teaches industry standard tools with opportunity for one on one skills acquisition modules. Learning from lecturers from industry and specialist academics means you will receive up-to-date knowledge and the tools to navigate a career within a volatile industry characterised by change. Leading-edge, applied research in animation and interaction design is conducted in our co-located research centres, providing opportunities for you to engage in research and real-world projects.

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

Year 1, Semester 1 (February)
KKP001 Entrepreneurship in the Creative Economy
KKP002 20:20 Vision: Imagining the Creative Future
KNP412 Advanced Animation Practices
SELECT Animation Unit Option

Year 1, Semester 2 (July)

*Please note: You must complete a minimum of 48cp prior to enrolling in KKP003.

KKP003 Project Design in the Creative Industries
SELECT Animation Unit Option
SELECT Animation Unit Option
SELECT Creative Industries Postgraduate Unit Option

Year 2, Semester 1 (February)
KKP004-1 Innovation in the Creative Industries: Major Project
KKP004-2 Innovation in the Creative Industries: Major Project
KKP004-3 Innovation in the Creative Industries: Major Project
KKP004-4  Innovation in the Creative Industries: Major Project

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)

KKP001  Entrepreneurship in the Creative Economy
KKP002  20:20 Vision: Imagining the Creative Future
SELECT  Animation Unit Option
SELECT  Animation Unit Option

Year 2, Semester 1 (February)

*Please note: You must complete a minimum of 48cp prior to enrolling in KKP003.

KKP003  Project Design in the Creative Industries

Year 2, Semester 2 (July)

KKP004-1  Innovation in the Creative Industries: Major Project
KKP004-2  Innovation in the Creative Industries: Major Project
KKP004-3  Innovation in the Creative Industries: Major Project
KKP004-4  Innovation in the Creative Industries: Major Project

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.

Animation Unit Options

Animation

KNB112  Drawing for Animation 1
KNB122  Drawing for Animation 2
KNB124  3D Animation 1
KNB211  3D Animation 2
KNB212  Real-time 3D Computer Graphics

KNP421  Animation Practices
KNP423  Animation and Motion Graphics
KVP404  Digital Media

NOTE  *KIB108 may count as Animation Unit Options if completed in 2011 or earlier.

Creative Industries Postgraduate Unit Options

Unit Options

AMN400  Consumer Behaviour
AMN420  Advertising Management
KAP401  Advertising Creative: Introduction
KAP402  Advertising Creative: Copywriting and Art Direction
KAP403  Advertising Creative: Trends in New Media
KCB103  Strategic Speech Communication
KCP407  Applied Professional Communication
KCP415  Co-Creative Media: Digital Storytelling
KCP416  Global Media and Communication
KCP417  Creative Industries in Asia
KCP418  Fundamental Media Skills for the Workplace
KFB207  Contemporary Fashion
KIB109  Design for Interactive Media
KIB120  Graphic Design
KIP401  Critical Practices in Visual Design
KIP402  Designing Interactions
KIP403  User Experience Design
KJP401  Newswriting
KJP402  Journalistic Inquiry
KJP403  Feature Writing
KJP420  Photojournalism
KKN320  Postgraduate Workplace Learning
KMB107  Sound, Image, Text
KMB119  Music and Sound Production 1
KMB129  Music and Sound Production 2
KMB215  The Music Industry
KNB112  Drawing for Animation 1
KNB122  Drawing for Animation 2
KNB211  3D Animation 2
KNP421  Animation Practices
KNP423  Animation and Motion Graphics
KPB207  Film and Television Scriptwriting
KTP401  Contemporary Performance
KTP408  Marketing Arts and Culture
KTP413  Managing Money in the Arts
KTP414  Arts and Cultural Policy
KVP402  Photomedia and Creative Practice
KVP404  Digital Media
KWB101  Introduction to Creative Writing
KWB210  Imagining the Americas: Contemporary American Literature and Culture
KWB211  Stylistics
KWB302  Novel and Genre
KWB313  Novel and Memoir
KWP401  Media Writing
KWP402  Persuasive Writing
KWP403  Creative Writing: the Short Story
KWP404  Editing and Developing the Manuscript
KWP405  Corporate Writing and Editing
KWP407  Great Books: the Literary Classics
KWP420  Transmedia Storytelling: From Interviewing to Multi-Platform
LWS011  Journalism Law

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 KNB122.
* KVB105 has been recoded KNB112.
* KIP408 has been recoded KNP421.
* KIP405 has been recoded KNP423.

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

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

**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

**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.

**Equivalents:** 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.

**Equivalents:** 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.

**Equivalents:** 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  
**Equivalents:** KIB214, KIB210  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KIB120 GRAPHIC DESIGN**

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

**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.  
**Antirequisites:** 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.  
**Antirequisites:** 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:** KJP402  
**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 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, KIB101 or KIB103 or KIB801 or KIB807 or KVP402  
**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.
Equivalent: 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.
Equivalent: 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/manager 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

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 a 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

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.
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**Prerequisites:** KKP003  
**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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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:** KKP004-2 (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

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

**KKP007 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 storyboard. This will provide an important foundation for existing and evolving modes of constructing and presenting effective visual communication.

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

**KNB122 DRAWING FOR ANIMATION 2**

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

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

**KNB124 3D ANIMATION 1**

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

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

**KNB211 3D ANIMATION 2**

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

**Prerequisites:** KNB124 or KIB111 or KIB107 or KIB203  
**Equivalents:** KIB225, KIB106, KIB807  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

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

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

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

**KNP412 ADVANCED ANIMATION PRACTICES**

It is important when studying animation to be aware of the production practices involved in creating an animated work. This unit provides you with opportunity to engage in an original animated production in response to a project brief.

**Prerequisites:** Admission into KK86MJ-R-ANIMATN - Animation Major  
**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, KNB121, 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

**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

**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 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.

**Equivalents:** 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.

**Equivalents:** KWB250  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KWB210 IMAGINING THE AMERICAS: CONTEMPORARY AMERICAN LITERATURE AND CULTURE**

Imagining Americas is a literature-based unit which will explore a selection of contemporary written texts from the North and South American continents. The unit will focus on issues of place, nationality, regional and ethnic identity and will encourage an examination of these and the variety of writing styles from intercultural and international perspectives.

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1
KWB211 STYLISTICS
This unit allows students to significantly advance their writing practice and associated critical and editorial skills through close analysis of language-level literary style, as opposed to story-level or narrative concerns. In creative writing advanced stylistics, students will work on unpacking, theorising and then replicating literary techniques used by a wide range of exemplary authors. This unit gives students a unique opportunity to consider and manipulate very specific aspects of their authorial voices, drawing on the field of literary stylistics, the Oulipo movement, reader response theorists, and other author-based literary theories and schools. Intensive studio-based work, self-directed creative practice, guided critical analysis and asynchronous on-line activities characterise the teaching and learning in this unit.
Equivalents: KWB370, KWB201    Credit points: 12    Contact hours: 3hr intensive workshop per week, plus self-directed creative practice, plus weekly analysis activities, plus peer reflection activities – ten hours in total.    Campus: Kelvin Grove    Teaching period: 2013 SEM-1

KWB302 NOVEL AND GENRE
This 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.
Antirequisites: KWP103, KWP400    Credit points: 12    Contact hours: 3 per week    Campus: Kelvin Grove    Teaching period: 2013 SEM-2

KWB313 NOVEL AND MEMOIR
This unit allows students to significantly advance their writing practice and associated critical and editorial skills through close analysis of the novel and memoir, with an emphasis on story-level and narrative concerns. In Novel and Memoir, students will engage in detailed analysis from a writer’s point of view of how a novel is made – the problem-solving process, which includes overall and chapter structure, character development, and other key narrative elements. This unit also gives students a unique opportunity to consider the synergies and differences between writing novels and longer forms of life writing, with extended analysis of the conventions of memoir writing. Lectures, intensive workshop activities, self-directed creative practice, guided critical analysis, and on-line collaboration characterise the teaching and learning in this unit.
Credit points: 12    Contact hours: 3hr combined lecture and workshop per week, plus self-directed creative practice, plus weekly analysis activities, plus peer reflection activities – ten hours in total.    Campus: Kelvin Grove    Teaching period: 2013 SEM-1

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    Equivalents: KWP111    Credit points: 12    Contact hours: 3 per week    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.
Antirequisites: 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).
Antirequisites: KWB213, KWB106, KWB314    Equivalents: KWP314    Credit points: 12    Contact
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.

Antirequisites: KWB207, KWB301  
Credit points: 12

KWP420 TRANSMEDIA STORYTELLING: FROM INTERVIEWING TO MULTI-PLATFORM
Advanced level research and creative practice in the Creative Industries frequently draws upon the expertise of leading national and international researchers who visit 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

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.

Antirequisites: LWS008
Equivalents: KKB175, KKB275
Credit points: 12

Teaching period: 2013 SEM-2