Bachelor of Music (KM32)

Year offered: 2013
Admissions: Yes
CRICOS code: 022140F
Course duration (full-time): 3 years
Domestic Fees (indicative): 2013: CSP $3,000 (indicative) per Semester (48 credit points)

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

Additional costs You’ll need to pay some costs on top of your course fees. Additional course costs - http://qut.edu.au/study/fees-and-scholarships/additional-compulsory-course-costs

Start month: February
QTAC code: 421512
Cut-off notes:  Note: Admission to course is based on audition. Please refer to Entry Requirements.
Deferment allowed: No
Total credit points: 288
Standard credit points per full-time semester: 48
Course coordinator: Head of Studies, MECA.
Discipline coordinator: Professor Phil Graham
Campus: Kelvin Grove
Attendance: Full-time

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

Additional Requirements:
2013 registrations have closed

Registrations for the 2013 intake were due on the 14 September 2012 and are now closed. If you had not registered and you are considering applying to study in 2014 we recommend you read the following information as a guide only as it details requirements for entry in 2013 and these may change prior to the 2014 intake.

Additional entry requirements

In addition to applying through QTAC and you must also before the closing date:
1. Complete the Online Registration Form and print the confirmation page.
2. Post or submit the following documentation to the Creative Industries Faculty:
   - Online registration confirmation page
   - A current passport sized photograph
   - A copy of your most recent school report and/or results of previous tertiary studies
   - A copy of the QUTpay confirmation page from your online credit card payment for the $33 service charge (PLEASE NOTE: Q-Step and ATSI applicants are exempt from the service fee)

If you have indicated that you cannot attend an audition you must also submit:
- An audition submission
- A written statement

Please Note: Registering plus submitting your supporting documentation with QUT is separate and in addition to listing the course as a preference with QTAC. To successfully apply for entry into this course you are required to do both. The audition process is managed by Creative Industries Faculty; however, all offers for the course will be made through QTAC in December.

Delivery details
In person
Creative Industries Faculty Additional Entry
Z6, Level 1 The Hub-foyer delivery slots
Creative Industries Precinct
Musk Avenue
Kelvin Grove, QLD, 4059
(opening hours from 8am to 6pm)

Post
QUT Creative Industries Faculty
O Block, B Wing
Victoria Park Road
Kelvin Grove, QLD, 4059

Service fee
A $33 service fee applies to all applicants, excluding applicants who seeking admission assistance via QUT’s Q-Step and/or Oodgeroo schemes. This payment is to be made via QUTPay and please ensure you print the confirmation page as you will need to attach it to your portfolio.

**Audition options**

Applicants must choose either Option A: Interview and Audition or Option B: Written Statement and Audition Submission.

**Audition option A: interview and audition**

**Interview**

As part of your audition, you will also be interviewed by the selection panel. During the interview you may be asked about:
- Your past experiences in music and sound activities
- What sort of music you enjoy playing and listening to
- Your ambitions during your studies and beyond
- How studying music at QUT will help you achieve your musical goals

**Audition**

Present two items at the audition that you believe will persuade the panel of your suitability for QUT Music and Sound (it will be of benefit if at least one is your own song, improvisation or composition).

The items may comprise the following:
- Live performances of two contrasting pieces of music of your own choice for the panel

OR
- Live performances of one piece of music and present one recorded piece (portfolio) for the panel to listen to at the audition,

OR
- Presentation of two recorded pieces (portfolio) for the panel to listen to at the audition.

Total duration: no more than 10 minutes. You may be asked to stop playing/presenting before finishing a piece - in the event that this occurs, you should not assume that this has adverse implications on the assessment of your presentation.

**Audition option B: written statement and audition submission**

If you are unable to attend an interview/audition, in addition to the other documentation listed under Additional Entry Requirements above, you must also submit a written statement and audition by the closing date 14 September 2012:

**Written Statement**

Your written statement (total 2 pages maximum) should address the following 4 points:
- Your past experiences in music and sound activities
- What sort of music you enjoy playing and listening to
- Your ambitions during your studies and beyond
- How studying Music and Sound at QUT will help you achieve your musical goals

You may be required for a phone interview to clarify any points in your written statement

**Additional Documentation**

Photocopy evidence of any musical achievements or any other information which will assist in gauging your musicianship level (e.g. copies of AMEB theory examination results, printed reviews of performances, commercial CDs etc.)

**Audition Submission**

Submit two items that you believe will persuade the panel of your suitability for QUT Music and Sound (it will be of benefit if at least one is your own song, improvisation or composition). The items may comprise the following:
- Video performances* of two contrasting pieces of music of your own choice for the panel

OR
- Video performance* of one piece of music and submission of one recorded piece (portfolio) for the panel to listen to at the audition,

OR
- Submission of two recorded pieces (portfolio) for the panel to listen to.

Total duration: no more than 10 minutes.
*Video performances should be a continuous and unedited video recording of you performing your audition piece(s). Video performance must be submitted on DVD-R or USB stick and must include a declaration of authenticity, details of date and place of performance and details of the role of applicant if the performance involves other participants. Refer to guidelines for recorded and live performance. Please note that video recordings are not returned.

Guidelines for all auditions and submissions

Interview/written statement

Qualities looked for in the interview/written statement:
- a strong track record in relevant music and sound activities
- a strong potential for continued growth in your music and sound understanding and practice
- knowledge of QUT Creative Industries music courses and how this relates to your own personal goals

You are encouraged to bring to your interview (or submit with your written statement), evidence of any musical qualifications or any other information which will assist in gauging your musicianship level (e.g. copies of AMEB theory examination results, printed reviews of performances etc).

Live performance/video performance

You will need to demonstrate technical fluency/competency on your instrument and a well-developed sense of musicality and engagement.

- You can perform on any instrument - orchestral, acoustic, amplified, electronic (eg. computer, turntable etc.), non-western (eg. sitar, djembe, etc.)
- You can audition on more than one instrument so long as it fits within your 10 minute audition time.

If you are attending an audition, it is your responsibility to arrange your own accompaniment if you require it. You can use backing tracks on CD. Other formats may be accommodated but only by prior arrangement or you may be accompanied by a maximum of 2 other musicians. Unaccompanied performance is acceptable however if the piece(s) you are performing are not intended as solo works, accompaniment is desirable.

Qualities looked for in the Live Performance/Video Performance:
- Creativity and originality of approach
- Technically and creatively appropriate skills in presentation.
- Clear articulation of musical approach
- General sense of musicality and musical engagement
- Diversity of material presented.

Recorded pieces

This should consist of music/sound works that you have created or have been partly involved in creating. Suitable items include (but are not limited to) written and/or performed compositions for acoustic instruments, music realised using computer software, pop songs, soundscapes, music you have recorded/engineered/produced etc. You will be expected to document or advise the panel of your precise role in the recorded pieces.

1. Present/submit a portfolio of music/sound works that you have created. Suitable items include (but are not limited to): written and/or performed compositions for acoustic instruments, music realised using computer software, pop songs, soundscapes, music you have recorded/engineered/produced etc.
2. You should include one or two contrasting pieces (only one if you are also choosing to perform a live piece) - total duration for all pieces 10 minutes maximum.
3. Printed scores (if relevant and only in conjunction with an audio recording or performance of the piece).
4. Your portfolio must be accompanied by written notes (maximum 200 words) that explain your precise role in the creation of the piece, how you created the piece, your artistic aims in creating the piece).
5. Acceptable formats are:
- Audio CD (must be able to be played in a standard CD player)
- CD-ROM (must be compatible with Macintosh and PC)
- DVD (must be able to be played in a standard DVD player)
- USB Stick

Please ensure you test your CDs, CD-ROMs, DVDs or USB sticks on multiple systems before submitting them. Failure of your media to play in the specified equipment may adversely affect your folio result.

All portfolio items should be marked with your name and contact details. Please note that portfolios are not returned.

Qualities looked for in Recorded Pieces
- Creativity and originality of approach
- Technically and creatively appropriate skills in presentation
QUT’s Bachelor of Music degree takes a new approach to music education that aims to create a learning environment that will help you to identify your individual creativity and acquire the skills to realise your vision.

A key element of the course is a weekly series of workshops covering performance, writing and arranging, production, and industry.

Experienced practitioners from the music world conduct many of these workshops. Our teaching staff have professional links with Q Music, the Australian Independent Record Labels Association (AIR), Arts Queensland, Ellaways Music, Creative Media Warehouse and ITC Software Development.

There is emphasis on creativity and new music and you will be encouraged to explore new connections and different styles and genres of music. Our industry-standard music recording studios will enable you to hone your skills in a professional setting. You will be inspired to collaborate with like-minded people on various projects while finding new ways to create music.

You will experience both live and recording studio environments, whether your focus is as a player or producer, and learn how to use technology to create music, record and distribute your works, and market your talent. As the course progresses, you will be given opportunities to launch your career through public performances in Brisbane’s live music venues. Music students have presented live performances in venues such as The Zoo, The HiFi, the Brisbane Powerhouse, Valley Studios and QPAC, as well as at the Brisbane Festival Spiegeltent.

Career outcomes
Graduates work in live sound recording and multimedia environments, as performers, producers, composers, developers of music software and games, DJs and music coaches. This course can be followed with a graduate-entry teacher education course, which enables you to become a qualified teacher. There are also pathways available for honours and professional or research postgraduate studies.

Structures and Units

Your course
Year 1
A foundation program in music concepts will provide you with an overview of contemporary developments in music and sound, along with musicianship skills. You will undertake a foundation program in music and sound production which will develop your skills with music technology and software. An intensive music studio experience will develop your skills in music and sound performance, presentation, and help you identify your creative direction.

Year 2
To develop a unique set of crossover musical skills, you will build on the foundation studies of your first year, and pursue a pathway that best suits your future needs. You will study creative performance, music and sound production, or a combination of the two. They will be accompanied by an intensive project-based study program, mentored by staff and industry professionals, which further develops your focus as an artist or creative producer. You will gain an understanding of the structure of the music industry, current industry issues, and learn how to promote yourself and organise events. You will complement your music studies by taking electives in other disciplines, or specialise further in the music and sound area.

### Year 3
You will intensify your creative project work and showcase yourself to industry through a series of public performance and creative production opportunities. You will further your knowledge of the music industry via real-world learning contexts and have the opportunity to undertake projects with other talented creative artists and producers, or in partnership with related organisations. You can continue to engage more broadly with the creative industries by taking electives in other disciplines, or specialise further in the music and sound area.

Course structure: 2012 onwards

<table>
<thead>
<tr>
<th>Course Requirements</th>
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<tbody>
<tr>
<td>In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:</td>
</tr>
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<td>* Either the Creative Performer Minor or Music and Sound Production Minor PLUS a Minor or 48cp of Unit Options</td>
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</table>

**Notes**
* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
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<tbody>
<tr>
<td>KMB119  Music and Sound Production 1</td>
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<tr>
<td>KMB122  Music and Sound Concepts 1</td>
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<tr>
<td>KMB140  Creative Studio 1</td>
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<tr>
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<tr>
<td>KMB129  Music and Sound Production 2</td>
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<tr>
<th>Year 2, Semester 1</th>
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<tbody>
<tr>
<td>KMB132  Music and Sound Concepts 2</td>
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<tr>
<td>KMB141  Creative Studio 2</td>
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<th>Year 2, Semester 2</th>
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<tr>
<td>KMB200  Music Scenes and Subcultures</td>
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<tr>
<td>KMB225  Creative Studio 3</td>
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<td>SELECT  A Complementary Studies unit</td>
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<tr>
<td>KMB250  Creative Performer 1</td>
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<tr>
<td>KMB350  Creative Performer 3</td>
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<th>Year 3, Semester 2</th>
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<tr>
<td>KMB335  Creative Studio 6</td>
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<td>SELECT  A Complementary Studies unit</td>
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<td>SELECT  A Complementary Studies unit</td>
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### Complementary Studies Study Area - Creative Performer Minor

**Description:** This study area addresses the conceptual and practical skills necessary for successful music performance in a 21st century context. In addition to developing students as performers, it develops students as ‘creators’ who are capable of originating distinctive musical material.

**Assumed Knowledge:** Completion of the first year of the Bachelor of Music prior to commencing this study area.

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<tr>
<td>KMB351  Creative Performer 4</td>
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CRICOS No. 00213J ABN 83 791 724 622
Complementary Studies Study Area - Music and Sound Production Minor

Description: This study area aims to provide students with the skills necessary to operate within current music and sound production environments and to effectively create, produce and realise works for audiences across a range of delivery formats. It aims to provide students with effective skills in utilising professional level production technologies in addition to developing students' conceptual awareness of current approaches to music and sound production.

Assumed Knowledge: Completion of the first year of either the Bachelor of Music or the Bachelor of Fine Arts (Sound Design) prior to commencing this study area.

Year 2, Semester 1
KMB219 Music and Sound Production 3

Year 2, Semester 2
KMB229 Music and Sound Production 4

Year 3, Semester 1
KMB319 Music and Sound Production 5

Year 3, Semester 2
KMB329 Music and Sound Production 6

Creative Industries Minor options

INSTRUCTIONS FOR MINORS

Important Enrolment Information:
*Bachelor of Design students will not be permitted to commence a second major or minor until they have completed a minimum of 72cps.


*Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

SELECT 48cp from the Animation Unit Options
KNB112 Drawing for Animation 1
KNB121 Animation History and Practices
KNB122 Drawing for Animation 2
KNB123 Animation and Motion Graphics
KNB124 3D Animation 1
KNB211 3D Animation 2

Architectural Studies

Not available to DE40 Bachelor of Design (Architectural Studies) students

SELECT 48cp from the Architectural Studies Unit Options
DAB110 Architectural Design 1
DAB210 Architectural Design 2
DAB220 Placemaking in Architecture
DAB310 Architectural Design 3
DAB325 Architecture in the 20th Century
DAB330 Integrated Technologies 1
DAB410 Architectural Design 4
DAB420 Architecture, Culture and Space
DAB435 Architectural Technology 1
DEB103 Visualisation 1
DEB202 Introducing Design History
DEB203 Visualisation 2

*You may select either KKB345 or KKB350 but only if a project or tour suitable for Design students is being offered.

KKB345 Creative Industries Project 1

OR

KKB350 Creative Industries International Study Tour

DEB-coded units can only be selected by
NON-DE40 students.

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

SELECT

48cp from the Art, Design and Architecture Unit Options

DAB325 Architecture in the 20th Century
DEB202 Introducing Design History
KVB108 Contemporary Asian Visual Culture
KVB212 Australian Art, Architecture and Design
KVB306 Video Art and Culture

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

SELECT

48cp from the Art History Unit Options

KVB102 Modernism
KVB103 Australian Art
KVB108 Contemporary Asian Visual Culture
KVB211 Post 1945 Art
KVB304 Contemporary Art Issues

Audience and User Research

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

SELECT

48cp from the Audience and User Research Unit Options

KCB101 Media and Communication Texts
KCB102 Media Mythbusting
KCB105 Inquiry in Media and Communication
KCB203 Consumption Matters: Consumer Cultures and

Identity

KCB301 Media Audiences

Collaborative Digital Design

SELECT

48cp from the Collaborative Digital Design Unit Options

BEB210 Introduction to Collaboration
BEB211 Parametric Design Systems
BEB212 Advanced Collaboration
BEB213 Sustainable Design Systems
KCB206 Internet, Self and Beyond
KIB103 Introduction to Web Design and Development

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

SELECT

48cp from the Communication for the Professions Unit Options

KCB103 Strategic Speech Communication
KCB302 Political Communication
KJB103 Media Design and Layout
KWB103 Persuasive Writing
KWB213 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

SELECT

48cp from the Creative Writing Unit Options

KPB116 Introduction to Scriptwriting
KWB101 Introduction to Creative Writing
KWB104 Creative Writing: the Short Story
KWB107 Creative Non-Fiction
KWB207 Great Books: Creative Writing Classics
KWB313 Novel and Memoir

* Please note: KWB204 is permitted to count towards this study area.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this minor. For health and safety reasons, admission to this minor is dependent
upon an appropriate level of physical fitness to prevent injury, and having no pre-existing injuries or structural/physical issues that would prevent your safe and full participation in all physical activities within its practical units. You may be required to confirm your fitness to attempt this minor. If so, you must obtain a physiotherapist’s report and have it approved by the Dance Study Area Coordinator before you will be permitted to enrol in this minor.

**SELECT** 48cp from the Dance Studies Unit Options
- KDB105 Architecture of the Body
- KDB106 Dance Analysis
- KDB110 Deconstructing Dance in History
- KDB204 Australian Dance
- KDB225 Music Theatre Skills

**Design and People-Environment Interactions**
- Not available to DE40 Bachelor of Design (Interior Design) students
- **SELECT** 48cp from the Design and People-Environment Interactions Unit Options
- DAB220 Placemaking in Architecture
- DAB420 Architecture, Culture and Space
- DNB402 Socio-cultural Studies
- DTB403 Human Environment
- DTB502 Environments in Transition
- DTB602 Design in Society

**Digital Media**
- Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.
- **SELECT** 48cp from the Digital Media Unit Options
- KIB101 Visual Communication
- KIB103 Introduction to Web Design and Development
- KCB206 Internet, Self and Beyond
- KVB306 Video Art and Culture
- KCB203 Consumption Matters: Consumer Cultures and Identity

**Drama**
- Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.
- **SELECT** 48cp from the Drama Unit Options
- KTB102 Process Drama
- KTB104 Performance Innovation
- KSB106 Acting Fundamentals
- KTB302 Postdramatic Fundamentals
- KTB305 The Entrepreneurial Artist

**Entertainment**
- Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.
- **SELECT** Either BSB126 or KPB116. BSB126 is mandatory unless you are already undertaking it as part of another study package.
- BSB126 Marketing
- KPB116 Introduction to Scriptwriting

**ENTERTAINMENT CORE UNITS:**
- KXB101 Introduction to Entertainment
- KXB102 Global Entertainment
- KXB201 Entertainment Practice: Balancing Creativity and Business

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

**Fashion**
- Description: This minor will provide you with an in-depth knowledge and understanding of the history, theory and context of international fashion.
- **SELECT** 48cp from the Fashion Unit Options
- KFB103 Introduction to the Industry of Fashion
- KFB104 Sustainability: The Materiality of Fashion
- KFB108 Unspeaking Beauty 1: A History of Dress and Fashion
- KFB109 Unspeaking Beauty 2: Fashion and Modernity
- KFB207 Contemporary Fashion

Note: KFB106 and KFB206 will be permitted to count towards this study package if completed in 2011 or earlier.

**Graphic Design**
- Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio
SELECT 48cp from the Graphic Design Unit Options
KIB101 Visual Communication
KIB120 Graphic Design
KIB207 Theories of Visual Communication
KIB231 Typography and Illustration
KIB338 Print Media
KIB340 Visual Information Design

Industrial Design Studies
Not available to DE40 Bachelor of Design (Industrial Design) students
SELECT 48cp from the Industrial Design Studies Unit Options
DEB100 Design and Sustainability
DEB103 Visualisation 1
DEB202 Introducing Design History
DEB203 Visualisation 2
DNB101 Industrial Design 1
DNB201 Industrial Design 2
DNB202 Product Usability
DNB301 Industrial Design 3
DNB302 Computer Aided Industrial Design
DNB303 Manufacturing Technology
DNB401 Industrial Design 4
DNB402 Socio-cultural Studies
DNB502 Industrial Design History, Theory and Criticism
DNB602 New Product Development
*You may select either KKB345 or KKB350 but only if a project or tour suitable for Design students is being offered.
KKB345 Creative Industries Project 1
OR
KKB350 Creative Industries International Study Tour
DEB-coded units can only be selected by NON-DE40 students.

SELECT 48cp from the Interactive and Visual Design Unit Options
KIB101 Visual Communication
KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB109 Design for Interactive Media
KIB204 Web Interface Design
Note: KIB104 will be permitted to count towards this study package if completed in 2011 or earlier.

Interior Design Studies
Not available to DE40 Bachelor of Design (Interior Design) students
SELECT 48cp from the Interior Design Studies Unit Options
DEB103 Visualisation 1
DEB202 Introducing Design History
DEB203 Visualisation 2
DTB101 Interior Design 1
DTB201 Interior Design 2
DTB202 Design Technology
DTB301 Interior Design 3
DTB302 Colour Studies
DTB303 Technical Design
DTB401 Interior Design 4
DTB402 Interior Systems
DTB403 Human Environment
DTB502 Environments in Transition
DTB602 Design in Society
*You may select either KKB345 or KKB350 but only if a project or tour suitable for Design students is being offered.
KKB345 Creative Industries Project 1
OR
KKB350 Creative Industries International Study Tour
DEB-coded units can only be selected by NON-DE40 students.

Journalism
Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.
SELECT 48cp from the Journalism Unit Options
KJB101 Computational Journalism
KJB120 Newswriting
Landscape Architecture Studies
Not available to DE40 Bachelor of Design (Landscape Architecture) students

SELECT 48cp from the Landscape Architecture Studies Unit Options

DEB103  Visualisation 1
DEB202  Introducing Design History
DEB203  Visualisation 2
DLB130  Landscape Design 1
DLB210  Landscape Design 2
DLB230  Landscape Horticulture
DLB310  Landscape Design 3
DLB330  Landscape Ecology
DLB410  Landscape Design 4
DLB430  Landscape Construction 1
DLB510  Landscape Design 5
DLB525  History and Criticism of Landscape Design
DLB530  Landscape Construction 2
DLB630  Landscape Construction 3
DLB645  Landscape Practice and Law

*You may select either KKB345 or KKB350 but only if a project or tour suitable for Design students is being offered.

KKB345  Creative Industries Project 1
OR
KKB350  Creative Industries International Study Tour

DEB-coded units can only be selected by NON-DE40 students.

Modern and Popular Literature and Culture
Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

SELECT 48cp from the Modern and Popular Literature and Culture Unit Options

KWB109  Writing Australia
KWB112  Youth and Children's Writing
KWB208  Modern Times (Literature and Culture in the 20th Century)
KWB210  Imagining the Americas: Contemporary American Literature and Culture
KWB308  Wonderlands: Literature and Culture in the 19th Century
KWB309  Popular Fictions, Popular Culture

* Please note: KWB307 is permitted to count towards this study area. KWB109, KWB206 and KWB208 are permitted to count towards this study area if completed in 2010 or earlier.

Music Studies
Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

SELECT 48cp from the Music Studies Unit Options

KDB225  Music Theatre Skills
KMB003  Sex Drugs Rock 'N' Roll
KMB004  World Music
KMB107  Sound, Image, Text
KMB200  Music Scenes and Subcultures
KMB215  The Music Industry

* Please note: KMB002 is permitted to count towards this study area.

Performance Events and Festivals
Description: This minor provides you with understandings and skills in creative industries performance and management.
SELECT 36cp from the Performance Events and Festivals Unit Options  
KTB101  Understanding Theatre  
KTB207  Staging Australia  
KTB210  Creative Industries Management  
KTB211  Creative Industries Events and Festivals  
KTB213  Directing Theatre  
SELECT One unit from the Performance Events and Festivals Additional Unit Options  
BSB126  Marketing  
KCB103  Strategic Speech Communication  
KWB213  Corporate Writing and Editing  
KTB101  Understanding Theatre  
KTB207  Staging Australia  
KTB210  Creative Industries Management  
KTB211  Creative Industries Events and Festivals  
KTB213  Directing Theatre  

**Professional Writing, Publishing and Editing**  
Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.  
SELECT 48cp from the Professional Writing, Publishing and Editing Unit Options  
KPB116  Introduction to Scriptwriting  
KWB103  Persuasive Writing  
KWB213  Corporate Writing and Editing  
KWB303  Writing and Publishing Industry  
KWB304  Editing and Developing the Manuscript  

**Scenography**  
Description: This minor will provide you with the practical and theoretical skills associated with the scenographic arts. It has been designed to deliver a learning model that imparts broad design related skills for live performance. The focus will be on the traditional arts of model making, text analysis and drafting, incorporating contemporary approaches to current scenographic demands in the industry. These include the creation and control of time based media content and the display of the moving image.  
Note: This minor is only available to Creative Industries Faculty single degree and IF27 students.  
KRB120  Scenography and the Art of Technical Theatre  
KRB121  Visual Theatre  

KRB220  The Scenographic Divide  
KRB221  Intermedial Applications for the Theatre  

**Screen Studies**  
Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.  
SELECT 48cp from the Screen Studies Unit Options  
KPB109  Film and TV History  
KPB112  TV and Film Genres  
KPB205  Documentary Theory and Practice  
KPB206  International Cinema  
KPB212  Australian Film and TV  
* Please note: KPB203 is permitted to count towards this study area.  

**Sound Design**  
Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.  
SELECT 48cp from the Sound Design Unit Options  
KMB107  Sound, Image, Text  
KMB119  Music and Sound Production 1  
KMB129  Music and Sound Production 2  
KMB216  Audio / Visual Interaction  
KMB252  Multi-Platform Sound Design  
* Please note: Units completed as part of the Sound Studies minor (KKB004, KMB106, and KMB301) are permitted to towards this study area if completed in 2010 or earlier.  

**Television**  
Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.  
SELECT 48cp from the Television Unit Options  
KPB110  The Movie, TV and New Media Business  
KPB112  TV and Film Genres  
KPB210  Production Management for Film, TV and New Media  
KPB303  Critical Thinking About Television and Film  
KPB313  Producing for Film, TV and New Media  

**Visual Arts Practice**  
Description: This minor introduces you to the essential principles of visual literacy. You will
develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

**SELECT 48cp from the Visual Arts Practice Unit Options**

- **KVB104** Photomedia and Artistic Practice
- **KVB110** 2D Media and Processes
- **KVB111** 3D Media and Processes
- **KVB200** Exhibition and Display in the Visual Arts
- **KVB213** Graphic Investigation

**Work Integrated Learning (WIL)**

*Note: This minor is only available to DE40 Bachelor of Design students*

**Description:** This minor will allow you to undertake a series of industry-based units that involve structured work experiences via internships, professional projects or study tours. These units are designed to encourage you to learn within your chosen profession at an industry standard and offers professional experience, guided by academic objectives, for academic credit.

- **KKB341** Work Integrated Learning 1
- **KKB342** Work Integrated Learning 2
- **KKB351** Work Integrated Learning 3

**SELECT One unit from the Work Integrated Learning Unit Options**

*You may select either KKB345, KKB346 or KKB350 provided there is a design-focused project or tour available in the relevant semester.*

- **KKB352** Work Integrated Learning 4
- **KKB345** Creative Industries Project 1
- **KKB346** Creative Industries Project 2
- **KKB350** Creative Industries International Study Tour

**Discontinued Study Area(s)**

The Advanced Interactive Media Minor was discontinued at the end 2011. Students who commenced this minor prior to the end of 2011 will be permitted to complete it.

**Creative Industries Faculty Undergraduate University Wide Unit Options**

**Creative Industries Faculty Undergraduate University Wide Units**

These unit offerings are current at the time of publication but are subject to change. Rules for selecting Unit Options:

* you must obey any Unit Option rules as set out in your course requirements
* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen major area.
* you must have successfully completed any pre/co-requisite units applicable
* the offering of these units is subject to sufficient student enrolment numbers and staff availability
* some units are subject to quota restrictions
* KC30, KK33, KK34, KK35, KJ32, KM32 and IF27 students ONLY are permitted to select Unit Options from outside of the Creative Industries Faculty

**Animation**

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

**Creative Writing & Literary Studies**

- **KWB101** Introduction to Creative Writing
- **KWB103** Persuasive Writing
- **KWB104** Creative Writing: the Short Story
- **KWB107** Creative Non-Fiction
- **KWB108** Introduction To Literary Studies
- **KWB109** Writing Australia
- **KWB112** Youth and Children's Writing
- **KWB207** Great Books: Creative Writing Classics
- **KWB208** Modern Times (Literature and Culture in the 20th Century)
- **KWB209** Shakespeare, Then and Now
- **KWB210** Imagining the Americas: Contemporary American Literature and Culture
- **KWB211** Stylistics
- **KWB212** Writing Poetry
- **KWB213** Corporate Writing and Editing
- **KWB308** Wonderlands: Literature and Culture in the 19th Century
- **KWB309** Popular Fictions, Popular Culture
- **KWB303** Writing and Publishing Industry
- **KWB304** Editing and Developing the Manuscript
- **KWB313** Novel and Memoir

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

**Dance**
- KDB105 Architecture of the Body
- KDB106 Dance Analysis
- KDB108 World Dance
- KDB109 Funk, Tap and all that Jazz
- KDB110 Deconstructing Dance in History
- KDB204 Australian Dance
- KDB225 Music Theatre Skills
- KDB231 Latin Dance Party

**Entertainment**
- KXB101 Introduction to Entertainment
- KXB102 Global Entertainment
- KXB201 Entertainment Practice: Balancing Creativity and Business
- KXB301 Entertainment Industries Map

**Faculty**
- KJB104 Photojournalism
- KKB345 Creative Industries Project 1
- KKB346 Creative Industries Project 2
  * Please note: KKB101 and KKB102 are permitted to count as Unit Options if completed in 2011 or earlier.

**Fashion**
- KFB103 Introduction to the Industry of Fashion
- KFB104 Sustainability: The Materiality of Fashion
- KFB108 Unspeakable Beauty 1: A History of Dress and Fashion
- KFB109 Unspeakable Beauty 2: Fashion and Modernity
- KFB207 Contemporary Fashion
- KFB209 Ragtrade: The Business of Fashion
- KFB210 Fashion and Costume in Film
  * Please note: KFB205 is permitted to count as a Unit Option if completed in 2011 or earlier.

**Film & Television**
- KPB101 Introduction to Film, TV and New Media Production
- KPB109 Film and TV History
- KPB110 The Movie, TV and New Media Business
- KPB112 TV and Film Genres
- KPB113 TV and Film Text Analysis
- KPB116 Introduction to Scriptwriting
- KPB205 Documentary Theory and Practice
- KPB206 International Cinema
- KPB212 Australian Film and TV
- KPB303 Critical Thinking About Television and Film
- KPB313 Producing for Film, TV and New Media
  * Please note the following unit changes:
  * KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.
  * KPB104 is permitted to count as a Unit Option if completed in 2011 or earlier.
  * KPB207 is permitted to count as a Unit Option if completed in 2011 or earlier.

**Interactive & Visual Design**
- KIB101 Visual Communication
- KIB102 Visual Interactions
- KIB103 Introduction to Web Design and Development
- KIB109 Design for Interactive Media
- KIB120 Graphic Design
- KIB201 Concept Development for Game Design and Interactive Media
- KIB205 Programming for Visual Designers and Artists
- KIB231 Typography and Illustration
- KIB309 Embodied Interactions
- KIB314 Tangible Media
- KIB338 Print Media

**Journalism**
- KJB101 Computational Journalism
- KJB120 Newswriting
- KJB121 Journalistic Inquiry
- KJB224 Feature Writing
- KJB239 Journalism Ethics and Issues
- KJB280 International Journalism
- KJB337 Investigative Reporting

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

Please note the following unit changes:
* KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.
* KPB104 is permitted to count as a Unit Option if completed in 2011 or earlier.
* KPB207 is permitted to count as a Unit Option if completed in 2011 or earlier.
KCB203 Consumption Matters: Consumer Cultures and Identity
KCB206 Internet, Self and Beyond
KCB302 Political Communication

Music & Sound
KMB003 Sex Drugs Rock 'N' Roll
KMB004 World Music
KMB107 Sound, Image, Text
KMB119 Music and Sound Production 1
KMB122 Music and Sound Concepts 1
KMB129 Music and Sound Production 2
KMB132 Music and Sound Concepts 2
KMB200 Music Scenes and Subcultures
KMB215 The Music Industry
KMB216 Audio / Visual Interaction
KMB252 Multi-Platform Sound Design

Performance Studies
KRBI20 Scenography and the Art of Technical Theatre
KRBI220 The Scenographic Divide
KSB106 Acting Fundamentals
KTB101 Understanding Theatre
KTB102 Process Drama
KTB103 Performing Skills 1: Character and Scene
KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB207 Staging Australia
KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals
KTB305 The Entrepreneurial Artist
KTB302 Postdramatic Theatre

Visual Arts
KVB102 Modernism
KVB103 Australian Art
KVB104 Photomedia and Artistic Practice
KVB108 Contemporary Asian Visual Culture
KVB110 2D Media and Processes
KVB111 3D Media and Processes
KVB200 Exhibition and Display in the Visual Arts
KVB211 Post 1945 Art

KVB212 Australian Art, Architecture and Design
KVB213 Graphic Investigation
KVB304 Contemporary Art Issues
KVB306 Video Art and Culture
KVB307 Theories of Spatial Culture

Potential Careers:
Band Leader, Composer, Conductor, D.J, Digital Composer, Educator, Film Composer, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Post-production specialist, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

UNIT SYNOPSISES

BEB210 INTRODUCTION TO COLLABORATION
This unit introduces students to the foundational aspects of collaboration within the design and documentation of artefacts, using Building Information Modelling (BIM) approach. Focusing on multidisciplinary collaboration during the complete life cycle of a built environment facility. This unit is an approach to the theory and practice of BIM software, exploring the translation from Computer Aided Design (CAD) to BIM. This unit is also the foundation for BEB212 Advanced Collaboration.

Assumed knowledge:
DE40/ UD40 students completion of Yr 1 units; EN40 students completion of Yr 1 & 2 units. Additionally, for all students, working knowledge of 3D CAD software for your discipline, demonstrated by completion of one unit utilising 3D CAD or equivalent. Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2013 SEM-1

BEB211 PARAMETRIC DESIGN SYSTEMS
This subject introduces students to the use of parametric geometry systems that are used in early stages of design. These are the systems used by major design firms such as Zaha Hadid and Frank Gehry (architecture), SOM (architecture/engineering) and Arup (engineering).

Assumed knowledge: DE40/ UD40 students completion of Yr 1 units; EN40 students completion of Yr 1 & 2 units. Additionally, for all students, working knowledge of 3D CAD software for your discipline, demonstrated by completion of one unit utilising 3D CAD or equivalent. Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2013 SEM-1

BEB212 ADVANCED COLLABORATION
In a real environment designers need to collaborate with others using a range of design tools provided by different
software vendors. In this unit you will develop an understanding of interoperability and methods of maximising the benefits of information exchange across a range of design tools.

**Prerequisites:** DAB210  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**BEB213 SUSTAINABLE DESIGN SYSTEMS**

A range of sustainability tools will be covered that support environmental impact analysis, economic analysis and social impact assessment, within a holistic approach to design. The capabilities of the tools will be discussed and then used to build up appropriate workflows that support integrated assessment for sustainability. These will be applied to a comprehensive design problem to reinforce the students understanding.

**Assumed knowledge:** DE40/ UD40 students completion of Yr 1 units; EN40 students completion of Yr 1 & 2 units. Additionally, for all students, working knowledge of 3D CAD software for your discipline, demonstrated by completion of one unit utilising 3D CAD or equivalent. 

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**BSB126 MARKETING**

This introductory subject examines the role and importance of marketing to the contemporary organisation. Emphasis is placed on understanding the basic principles and practices of marketing such as the marketing concept, market segmentation, management information systems and consumer behaviour. The unit explores the various elements of the marketing mix, with special reference to product, price, distribution, and promotion, including advertising and public relations. By way of introduction only, key issues relating to services marketing, e-marketing and strategic marketing are also canvassed.

**Antirequisites:** BSB116, BSD126  
**Equivalents:** BSX126, CTB126  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point and Caboolture  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

**DAB110 ARCHITECTURAL DESIGN 1**

This unit offers a broad introduction to the field of design as applied to architecture. It uses developmental exercises to enhance student perceptions of the built environment in a problem based learning environment. Analysis of the constructed environment leads to a number of design projects that engage with issues of context, tectonics, planning, form, and spatial quality. Orthogonal drawing exercises, freehand sketching, presentation graphics and model making all form part of the unit content. Teaching and learning activities are spread across lectures, tutorials, and studio based activities.

**Prerequisites:** DEB103 or DLB130 or DNB101 or DTB101.

DEB103 can be studied in the same teaching period as DAB110  
**Equivalents:** ADB001  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

**DAB210 ARCHITECTURAL DESIGN 2**

This unit offers a focused introduction to the field of design through engagement with the explicit process of design as applied to architecture. It uses developmental exercises to enhance student perceptions of the built environment in a problem based learning environment. Architectural design as a manageable process in explored through a number of exercises and design projects. Discrete steps in the process of architectural design are made explicit through staged activities that build to a complete design project. Orthogonal drawing exercises, freehand sketching, presentation graphics, and model making all form part of the unit content. Teaching and learning activities are spread across lectures, tutorials, and studio based activities.

**Prerequisites:** DAB110 and (DEB203 or DLB210 or DNB201 or DTB201). DEB203 can be studied in the same teaching period as DAB210. 
**Equivalents:** ADB002  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**DAB220 PLACEMAKING IN ARCHITECTURE**

The unit aims to promote students’ awareness of concepts of environmental psychology such as territory, community, privacy, personal space and spatial perception from a variety of cultural perspectives. It also includes an introduction to the ways in which architecture is practiced and the concept of professionalism as it pertains to architectural practice. Further the unit explores social and cultural relationships between people and the institutions of society through the study of introductory sociology, cultural analysis and political economy. Teaching and learning activities are spread across lectures, tutorials, and studio based activities.

**Assumed knowledge:** DEB103 is assumed knowledge  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**DAB310 ARCHITECTURAL DESIGN 3**

This intermediate level unit in architectural design uses developmental exercises to enhance student perceptions of the built environment in a problem based learning environment. Design problems of increased complexity are tackled through a process of abstraction, experimentation, representation, imagination, and testing. Advanced orthogonal drawing, freehand sketching, presentation graphics, documentation techniques, and model making all form part of the unit content. Teaching and learning activities are spread across lectures, workshops and studio based activities.

**Prerequisites:** DAB210  
**Equivalents:** ADB003  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SUM

**ADB001**

12  
**Credit points:** 12  
**Teaching period:** as DAB210.

**ADB002**

12  
**Credit points:** 12  
**Teaching period:** as DAB210.

**ADB003**

12  
**Credit points:** 12  
**Teaching period:** as DAB210.
DAB325 ARCHITECTURE IN THE 20TH CENTURY
Designers in any discipline should possess the ability to appreciate the history of art, design and architecture. In addition, they should be able to analyse developments in design history from multiple perspectives. This unit is a survey course of the history and theory of architecture from the beginning of the 20th century to the present. Teaching and learning takes place through three forms of structured activity: lectures, tutorials, and online.

Assumed knowledge: DAB220 is assumed knowledge.
Equivalents: ADB011
Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2013 SEM-1

DAB330 INTEGRATED TECHNOLOGIES 1
This is the first discipline-based unit in the Technology and Science design stream, through the introduction and application of the architectural principles for Environmental Design (including sustainability, lighting, and acoustics), Construction, and Structures. It introduces students to the basic technologies and sciences associated with architectural practice and in particular technical skills required for simple design projects.

Thermal characteristics of building materials, bioclimatic chart analysis, climate and climatic elements as environmental factors influencing architectural design, basic climatic regions and climate responsive building design, solar heating and cooling of buildings, thermal performance analysis, environmentally sustainable building materials, colour, natural and artificial lighting, ventilation, and condensation will be forming the Environmental Design topics.

Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2013 SEM-1

DAB410 ARCHITECTURAL DESIGN 4
This unit offers an intermediate level investigation into the field of design as applied to architecture. It uses developmental exercises to enhance student perceptions of the built environment in a problem based learning environment. Complex design problems deal with issues of social context, ethics, values, as well as the physical constraints of site, materials, climate, and technology. Design projects require the management of conflicting constraints to achieve optimal design proposals. Precedence, typologies, research and analysis, and representation techniques all form part of the unit content. Teaching and learning activities are spread across lectures, tutorials, and studio based activities.

Prerequisites: DAB310
Equivalents: ADB004
Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2013 SEM-2

DAB420 ARCHITECTURE, CULTURE AND SPACE
Architecture is arguably a measure of a community’s cultural mores; it reflects the attitudes, values and beliefs of its place, time and makers. This unit aims to promote awareness of how architecture is both a product and an emblem of socio-cultural conditions. In particular it explores the interdependency between how architecture is conceived and made, and the way people structure their worldview and organise their institutions in a range of cultural contexts and settings.

Assumed knowledge: DAB220 is assumed knowledge.
Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2013 SEM-2

DAB435 ARCHITECTURAL TECHNOLOGY 1
The unit will explore various forms of domestic construction with particular reference to general properties of building materials, common construction practices used in dwellings, single storey and class 10 buildings. Comparison of building systems and their effect on domestic building design will be explored in detail. Students will be introduced to the construction aspects of the BCA including its housing provisions and associated codes for all types of buildings to assist to achieve the requirements for building approvals.

Assumed knowledge: DAB330 is assumed knowledge.
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2013 SEM-2

DEB100 DESIGN AND SUSTAINABILITY
This unit, with its special focus on the role and impact of designers to shift society toward a more environmentally sustainable way of living, introduces you to essential academic and professional skills and practices for learning to become a designer.

Antirequisites: ENB100
Equivalents: BEB100 and UDB100
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2013 SEM-2

DEB103 VISUALISATION 1
Designers work in three dimensions and thus employ a variety of tools to think about and communicate three-dimensional ideas. This unit introduces you to the skills and techniques you’ll need to support this design visualisation with a focus on analogue media, drawing skills and simple model making. Some of them are common to all the disciplines in the course while others are specific to one or more disciplines of architecture, industrial design, interior design and landscape architecture.

Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2013 SEM-1

DEB202 INTRODUCING DESIGN HISTORY
This unit encompasses a broad survey of the history of design from the civilizations of antiquity to the opening of the 20th century – including architecture, industrial design, interior design and landscape architecture. It is a first year foundation unit and serves as preparation for more detailed and specialized studies in history and theory in subsequent years. Key designs, ideas and artefacts and the aesthetic, environmental, technological, socio-cultural and political factors that related to their production will be analysed.

**Equivalents:** ADB931, DEB102  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-2

**DEB203 VISUALISATION 2**

DEB103 Visualisation 1 introduced you to the skills and techniques needed to support design visualisation with a focus on analogue media and drawing skills. This unit continues that process and integrates digital and analogue approaches. Content will be divided between common and discipline specific techniques and traditions.

**Prerequisites:** DEB103  **Equivalents:** DEB201  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-2

**DLB130 LANDSCAPE DESIGN 1**

This unit is the first landscape design studio. It will begin your skill building in design processes and theory on which subsequent studios will build. It will focus on applying the representational techniques covered in the allied unit DEB103 Visualisation 1.

**Prerequisites:** DEB103 or DAB110 or DNB101 or DTB101. DEB103 can be studied in the same teaching period as DLB130  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-1

**DLB210 LANDSCAPE DESIGN 2**

This design studio introduces landscape design within the context of the urban environment. Basic design concepts such as space, effects and qualities are explored. It also introduces the use of plants as a design material. There is a concentration on communication and graphic skills in the development of a personal design process. These preliminary explorations provide a foundation for later design studios.

**Prerequisites:** DLB130 and (DEB203 or DAB210 or DNB201 or DTB201). DEB203 can be studied in the same teaching period as DLB210  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-2

**DLB230 LANDSCAPE HORTICULTURE**

This unit introduces the fundamentals of plant science, ecology and horticulture, especially within a local southeast Queensland context. This theoretical knowledge will be applied to a simple planting design project.
management and is therefore one of the core skills landscape architects apply in order to meet sustainability objectives. This unit will develop technical graphic skills associated with manual and digital design communication.

**Equivalents:** PSB434  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**DLB510 LANDSCAPE DESIGN 5**  
This design unit builds on Landscape Design 4 and extends the theoretical and applied understanding of site analysis, planning and design processes. It develops skills in the artful, orderly, efficient, aesthetic, and ecologically sensitive arrangement of constructed objects and spaces on a site and their integration with the site’s features, systems, spirit of place and satisfying the needs and values of its intended users. Emphasis will be on the development of site-specific design outcomes. Application of appropriate graphic communication in all forms will be integrated into the program. The unit will be block taught in the first part of the semester.

**Prerequisites:** DLB410  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

**DLB525 HISTORY AND CRITICISM OF LANDSCAPE DESIGN**  
This unit examines landscape design throughout the ages, providing an historical context for exploring contemporary design approaches. The origins of the landscape architectural profession are also investigated. Incorporated into this landscape design focus will be an examination of past and contemporary design criticism and the role that landscape architects play in this regard.

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

**DLB530 LANDSCAPE CONSTRUCTION 3**  
This studio will build on the work of previous design resolution units to take the student into the realm of construction of larger scale landscape elements. Topics include: the principles and practice of water sensitive urban design; design and construction of golf courses, swimming pools; and artificial lakes and earth dams; scope of contract documents; defining extent of works; set-out of works – horizontal and vertical; site clearing, demolition and environmental protection and noise control. The unit will also advance the principles and practice of contract documentation including writing contract and construction specifications.

**Prerequisites:** DLB530  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**DLB630 LANDSCAPE CONSTRUCTION 3**  
This unit will build on the work of previous design resolution units to take the student into the realm of construction of larger scale landscape elements. Topics include: the principles and practice of water sensitive urban design; design and construction of golf courses, swimming pools; and artificial lakes and earth dams; scope of contract documents; defining extent of works; set-out of works – horizontal and vertical; site clearing, demolition and environmental protection and noise control. The unit will also advance the principles and practice of contract documentation including writing contract and construction specifications.

**Prerequisites:** DLB530  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**DLB645 LANDSCAPE PRACTICE AND LAW**  
This unit develops understanding of government and non-government institutions that affect land and building development together with a more detailed understanding of specific legal and quasi-legal frameworks having influence on professional practice. Topics include: property with special reference to land ownership; land development applications under the Integrated Planning Act, tort, duty of care and the basis for professional liability; introduction to intellectual property; construction statutes, regulations, codes including the Building Code of Australia, standards and protocols, consultancy and construction contracts, and practice guides and law relating to practice.

**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

**DNB101 INDUSTRIAL DESIGN 1**  
Industrial design revolves around the creation of products that satisfy human needs within the constraints of industrial and commercial production. This involves the manipulation of form with an understanding of structure, function, and beauty. Through projects students will be exposed to: basic design elements and principles; introduction to product visualisation techniques including concept sketching and marker rendering; design process and concept development; basic model making techniques; design presentation.

**Prerequisites:** DEB103 or DAB110 or DLB130 or DTB101. DEB103 can be studied in the same teaching period as DNB101  
**Equivalents:** ADB201  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

**DNB201 INDUSTRIAL DESIGN 2**  
This unit continues with the development of visual and creative thinking within the context of industrial design with
special emphasis on the development of product form. Through projects students will be exposed to: aesthetic aspects of products; design process and concept development; product visualisation techniques including concept sketching and marker rendering; model making and basic photographic documentation skills; design presentation.

**Prerequisites:** DNB101 and (DEB203 or DAB210 or DLB210 or DTB201). DEB203 can be studied in the same teaching period as DNB201.  
**Equivalents:** ADB202  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

### DNB202 PRODUCT USABILITY

The professional designer designs principally for others and not primarily by personal preference. Therefore an understanding of the breadth of physical and cognitive needs and capabilities of people is vital to the development of useable products. This unit provides the basis for a user-centred design philosophy built upon an understanding of people and their capabilities and knowledge and experience to integrate advanced human factors and usability concepts into the industrial design process. The content covered in this unit includes: anthropometrics; principles of physical and cognitive ergonomic requirements of special needs groups; human error; usability principles; usability evaluation methods and user testing techniques.

**Prerequisites:** DNB101  
**Equivalents:** ADB212  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

### DNB301 INDUSTRIAL DESIGN 3

This unit offers creative opportunities to design and develop new and innovative products in the field of industrial design. It uses design research and methodologies to inspire innovative and sustainable practices both in the built and natural environments. Thorough user and context research, design development, brief development and existing market research lead to design projects that engage with issues of context, biomimicry, technology and design principle transfers from nature. Learning and teaching activities are spread across lectures, tutorials, workshops and studio based practices.

**Prerequisites:** DNB101  
**Equivalents:** ADB203  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

### DNB302 COMPUTER AIDED INDUSTRIAL DESIGN

Once an Industrial Designer has completed the conceptual design stage of a project the details required for manufacture need to be resolved and prototypes made. It is at this stage that Computer Aided Design (CAD) is used. 3D CAD allows the details of the design to be resolved. Rapid prototypes can be made directly from the CAD data for design testing and verification. Modifications to the CAD data can be made quickly. Once the design is satisfactory, the 3D CAD models can then be used to generate photorealistic images and engineering drawings so that the new product can be manufactured.

**Equivalents:** ADB245  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

### DNB303 MANUFACTURING TECHNOLOGY

Manufacturing technology is integral to industrial design and is a basic knowledge requirement to build upon throughout the course. Design for manufacturing allows both the analysis and application of manufacturing principles to product design and development. The knowledge gained in this unit allows the designer to develop a sound awareness of the relationship between design and manufacturing. The content covered in this unit includes: electronics; plastics; production techniques in relation to different materials; forming; finishing operations; production costs; technical documentation and communication.

**Equivalents:** ADB233  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-1

### DNB401 INDUSTRIAL DESIGN 4

Industrial design advances design knowledge gained in DNB201 Industrial design 2. The unit introduces how various design processes interact, in complex problems such as sustainable transportation systems. Through collaborative projects students will be exposed to: design research; design innovation; communication skills; integration of design processes, manufacturing technologies and application transfer of design principle mechanisms to solve real world problems.

**Prerequisites:** DNB201  
**Equivalents:** ADB204  
**Credit points:** 12  
**Contact hours:** 4  
**Campus:** Gardens Point  
**Teaching period:** 2013 SEM-2

### DNB402 SOCIO-CULTURAL STUDIES

An understanding of people and their cognitive and emotive relationship with the world is essential for designing responsive products and environments. This unit encourages a diversity of knowledge to gain a broader perspective of culture, understand how issues of culture influence product design and the designer’s interaction with society and diverse cultures. The content covered includes: theoretical perspectives of culture, psychological implications of everyday human-artefact interactivity, environmental and cultural perception, changing socio-cultural landscapes, ageing population, sustainability and globalisation, potential for design to advance social changes and quality of life, and psychological implications and attitudes imbedded in product semantics and symbolics.
Credit points: 12  Contact hours: 3  Campus: Gardens Point  Teaching period: 2013 SEM-2

DNB502 INDUSTRIAL DESIGN HISTORY, THEORY AND CRITICISM

This unit provides students with the opportunity to become aware of theoretical and historical discourse in industrial design and to debate innovative and advanced ideas and critical thinking in the field internationally. It provides a framework in which students can locate their individual design activities. The content covered in this unit includes:

- contemporary history of industrial design
- relationship between social and technological change and industrial design
- contemporary design theory and discourse
- criticism methodology
- writing about design
- learning to critique design

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

DNB602 NEW PRODUCT DEVELOPMENT

The unit will focus on the introduction of new products into the market. It will provide students with an overview of the relationship between product design and commercialisation. It will provide an overview of strategy development where the aim is to meet consumer expectations, whilst achieving corporate objectives. The major topics covered in this unit include:

- new product development process
- idea generation
- strategic planning
- introduction to marketing
- product screening and evaluation
- commercialisation and post launch review

Equivalents: ADB122  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-2

DTB201 INTERIOR DESIGN 1

This unit provides foundational material for the study of interior design. Students will be introduced to design theory, methodology and aesthetics. Design will be explored as an interpretive process. Topics covered in the context of projects for the unit include: The studio as a way of learning; Introductory design exercises exploring two and three dimensional elements as they relate to the interior design context; Freehand sketching, principles of perspective; Mechanical drawing, principles of scaled drawing; Presentation and visual communication skills; Environmental issues and sustainability.

Prerequisites: DEB103 or DAB110 or DLB130 or DNB101. DEB103 can be studied in the same teaching period as DTB101  Equivalents: ADB101  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1

DTB202 DESIGN TECHNOLOGY

In this unit students will acquire an understanding of the interconnection between technological changes, inventiveness, social context and interior design. Topics covered in this unit include: Interior design in relation to structural systems, materials, technologies and relevant legislation with specific emphasis on domestic building construction; Skills associated with observation, research, and communication; Ergonomic principles, site measure, tracking examples of construction, identification of types of structures; Measurement and recording of building environments and documentation incorporating 2D CAD.

Equivalents: ADB122  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2013 SEM-2

DTB301 INTERIOR DESIGN 3

The aim of this unit is to facilitate students to develop an applied understanding of transition, interiority and building character in relation to interior design. This will be achieved through the integration of technological, psychosocial and experiential knowledge and theory with applied design approaches. Student learning will be facilitated in an holistic approach to the design issues. Topics covered in the context of projects for the unit include: Design methodology, skills, strategies, alternative processes; Documentation ranging from the conceptual to design development; Finishes, fittings and furnishings; Relevant design history; Relevant technological, psycho-social and experiential theory; Environmental issues and sustainability.

Prerequisites: DTB201  Equivalents: ADB103  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1
Gardens Point  Teaching period: 2013 SEM-1

DTB302 COLOUR STUDIES
This unit includes studies of the interdependence of light and colour, the physical properties of colour, the psychological and cultural dimensions of colour, and colour and its relationship with expression and aesthetics as it applies to the interior design context. Topics covered in this unit include: Colour properties, harmony and contrast; Mixing and application of colour; Qualitative effects of colour and light on interior form and space; Symbolic, physiological and psychological aspects of colour within historical and contemporary contexts.

Equivalents: ADB152  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1

DTB303 TECHNICAL DESIGN
In this unit students will acquire an understanding of the wide variety of commercial building interior systems related to the interior design industry. Topics covered in this unit include: Materials and tectonics, drafting conventions, technical site analysis and recording methods, introduction to ergonomics, codes and standards, introduction to commercial joinery and documentation techniques, and graphics and presentation approaches for communication. In addition 2D CAD skills will be introduced within this unit.
Prerequisites: DTB202  Equivalents: ADB123  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1

DTB401 INTERIOR DESIGN 4
The aim of this unit is to facilitate students to develop a deep understanding of dual function relationships in interior design in relation to person-environment interactions. This will be achieved through the integration of technological, psycho-social and experiential knowledge and theory specific to those contexts. Learning will be facilitated in order that a holistic approach is implemented. Students will be encouraged to define tasks, research possibilities, integrate theory and explore resolutions in a self-directed manner. Topics covered in the context of projects for the unit include: Design methodology skills; strategies; alternative processes; Documentation ranging from the conceptual to design development; Schedules and specification; Finishes, fittings and furnishings: Relevant design history; Relevant technological, psycho-social and experiential theory; Environmental issues and sustainability.
Prerequisites: DTB301  Equivalents: ADB104  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1

DTB402 INTERIOR SYSTEMS
The aim of this unit is to promote the understanding and awareness of the use and application of materials relevant to the interior design industry. Topics covered in this unit include: Textile manufacture and application; Interior decorative finishes, properties and techniques; Building codes and standards and specification relevant to material quality, performance and maintenance; Documentation and specification of finishes and fittings; The relationship between design technology and material selection; The role of contextual frameworks on designers' decisions in regard to materials.
Prerequisites: DTB303  Assumed knowledge: DTB202
Equivalents: ADB153  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2013 SEM-2

DTB403 HUMAN ENVIRONMENT
This unit addresses political and social theories related to interior design and development within the built environment. Students are introduced to contemporary theories of post-industrialism, post-colonialism and multiculturalism. Topics covered in this unit include: Requirements of special needs groups; Psychosocial issues and privacy, perception, personal space, territoriality and way finding; The roles and responsibilities of design professionals, historically and in contemporary society; Cultural diversity.
Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-2

DTB502 ENVIRONMENTS IN TRANSITION
In this unit, the 19th century era will be used as a frame-of-reference for deconstructing both space and design artefact to understand the social and cross-cultural influences upon design production. Various theoretical perspectives and case studies will be used to explore this historical reference and further explore parallels with contemporary design practice. In addition, it will introduce how the cross-cultural migration of ideas and design approaches can be creatively translated and transformed to inform innovative design outcomes particular to the contemporary context.
Equivalents: ADP156  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1

DTB602 DESIGN IN SOCIETY
This unit adopts a social science viewpoint in addressing social and cultural aspects of significance to interior designers. Some of theses aspects include action and interaction, socialisation, ethnicity and race, control, and socio-cultural and indigenous issues of relevance to interior designers. Other topics covered in this unit include:
• Australia and the contemporary world
• Bureaucracy and organisations
- Mass media
- Technology
- Globalisation and regionalism

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-2

**KCB101 MEDIA AND COMMUNICATION TEXTS**
This unit introduces you to foundational ideas in the study of communication. It covers key questions of textual analysis, practice, and context. Drawing extensively on examples of popular communication practice from contemporary society, the unit aims to impart an understanding of communication ecologies, processes, systems, and modes within the wider frame of radical changes occurring to the way texts are produced, read and circulated within our culture.

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

**KCB102 MEDIA MYTHBUSTING**
This unit explores a variety of key myths, controversies and debates surrounding the relationship between media and society. It investigates the historical foundations, cultural context and factual accuracy of a series of 'common sense' arguments regarding how different kinds of media have or have not affected the way our society functions.

**Equivalents:** KCB140  **Credit points:** 12  **Contact hours:** 2.5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KCB103 STRATEGIC SPEECH COMMUNICATION**
This unit emphasises both the theory and practice of speech and interpersonal communication. It introduces theories of language, rhetoric and persuasion, which are interrelated to promote understanding and development of your communication skills. Classroom practice in simulated work situations will enhance the leadership skills you need to become articulate presenters in a range of contexts including personal presentations and interviews.

**Equivalents:** KCB213  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove and Caboolture  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KCB104 MEDIA AND COMMUNICATION: INDUSTRIES**
A contemporary understanding of the cultural and economic significance of media and communication industries is a vital foundation for scholarship and professional practice in the media and communications industries. This unit surveys the political economies of print and electronic media industries, as well as advertising and public relations. It considers the impact of regulation on these industries and explores convergence and globalisation as frameworks for understanding change. You will be supported to develop your own strategy for maintaining current awareness of media and communication industries in the process of evaluating current public and policy debates.

**Equivalents:** KCB150  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KCB105 INQUIRY IN MEDIA AND COMMUNICATION**
The research process (define problem, collect relevant information, analyse information, formulate conclusions/outcomes) underlies many decisions that confront media and communication professionals. This subject introduces foundational research skills and contextualises them with a number of media and communication problems. The unit will involve qualitative and quantitative research methods including content analysis, focus groups, ethnography, interviews and survey research which are studied in the context of media and communication problems and issues. You will carry out research using some of these methods, analyse the results and present your conclusions and recommendations.

**Equivalents:** KCB334  **Credit points:** 12  **Contact hours:** 3 per week, plus several lectures during semester  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KCB201 CONSUMPTION MATTERS: CONSUMER CULTURES AND IDENTITY**
A knowledge of and ability to research consumer cultures is essential to those working in the Creative Industries: it is crucial to understand the ways in which consumption actively shapes not only media and production industries, but also the value and meanings of products themselves. This unit requires you to synthesise and apply concepts and methodologies that you have learned in earlier units. This unit focuses on developing in you a broader understanding of media, communication, and production through the lens of consumer cultures. The knowledge that you gain in this unit will inform your future professional, academic, and creative practices.

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

**KCB206 INTERNET, SELF AND BEYOND**
The number of individuals in contemporary societies who use new media technologies to shape, (re)form and sustain their identities is on the rise. From social networking sites like FaceBook and blogs to YouTube, this unit takes you through the critical enquiry of your use of new media in five aspects of everyday life: entertainment, socialisation, information, education and business, health and well-being, and beliefs and politics. This unit also introduces them to theories, issues and deliberations surrounding new media.

**Equivalents:** KCB201, KCB295  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2
KCB301 MEDIA AUDIENCES
This unit provides you with a conceptual understanding of media audiences within industry and academic contexts. In addition, the unit introduces you to a range of practical skills that may be applied when undertaking audience research. A knowledge of and ability to research audiences is essential to a detailed and comprehensive understanding of the media. The ability to undertake quantitative and qualitative research into various audience groupings, the use of associated analytical tools and the ability to critically analyse academic and industry based audience research are important skills for undertaking both postgraduate research in Media & Communication and those seeking employment in media industries.
Assumed knowledge: Introductory understanding of the relationship between media texts, institutions and society, media or market research, quantitative and qualitative research design, basic statistical analysis skills, and qualitative research methods. Equivalents: KCB349
Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1

KCB302 POLITICAL COMMUNICATION
This unit provides an overview of the theory and professional practices of political and parliamentary communication especially through the media and communications industries. The unit examines contemporary and historical political campaigns in Australia and internationally from the perspectives of media influence, strategic image and issue management, rhetorical models, and persuasion theory. The unit also considers how professional campaign consultants plan and develop political campaigns.
Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol. Equivalents: KCB172 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1

KDB108 WORLD DANCE
This unit includes exposure to a range of culturally specific dance styles through practical workshops and a theory component providing contextual background to the styles taught.
Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.
Equivalents: KDB172 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1

KDB109 FUNK, TAP AND ALL THAT JAZZ
American and Western European popular and music theatre dances from the late 1900s to the present form the content base of this unit, drawing on three of the following styles: funk, tap, jazz and/or hip-hop. Dance technique and style pertinent to each dance form is taught in the practical classes, while in the theory component of the unit this content is interrogated through historical and cultural perspectives.
Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol. Credit points: 12 Contact hours: 5 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KDB110 DECONSTRUCTING DANCE IN HISTORY
This unit includes a study of various international historical and contemporary contexts of dance as art. It focuses on romanticism, classicism, modernism and postmodernism.
Equivalents: KDB125 Credit points: 12 Contact hours: 4 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KDB204 AUSTRALIAN DANCE
This unit includes a study of the ritual, artistic and social functions of dance in contemporary Australian society.
Equivalents: KDB114 Credit points: 12 Contact hours: 3.5 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KDB225 MUSIC THEATRE SKILLS
This unit provides students with an introduction to practical skills development in acting, dance and singing for music theatre.
Assumed knowledge: Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol.
Unspeakable Beauty 2 introduces you to the history of western fashion from the mid nineteenth century up until the mid twentieth century. You will be provided with a guide to understanding changes in fashion and style especially in regard to theories of modern consumption and production. This unit is the second in the suite of Fashion Studies Units offered by the Fashion Discipline and will provide you with an introduction to key concepts essential in the study of the history of modern fashion.

**Equivalents:** KSB225, KSB011
**Credit points:** 12
**Contact hours:** 2 per week
**Campus:** Kelvin Grove
**Teaching period:** 2013 SEM-1

KFB231 LATIN DANCE PARTY
Latin American Dance styles make an important contribution to a Dance practitioner’s skills portfolio. Further, as an enjoyable and healthy form of social interaction, knowing how to dance these styles is a broadly applicable life skill.

**Assumed knowledge:** Entry to this unit is subject to evidence of a high level of physical fitness, with no existing injuries. Hence, you may be required to obtain a physiotherapist report & have it approved by the unit coordinator before you will be permitted to enrol. 

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

KFB103 INTRODUCTION TO THE INDUSTRY OF FASHION
This unit provides an introduction to some of the complexities of the fashion system and is intended to provide a base for students wishing to pursue the subject of fashion as a major, sub-major or minor.

**Credit points:** 12
**Contact hours:** 2.5 per week
**Campus:** Kelvin Grove
**Teaching period:** 2013 SEM-1

KFB104 SUSTAINABILITY: THE MATERIALITY OF FASHION
Detailed knowledge of the materials, skills and processes available to the garment and textile industries is essential in the first year of study for the fashion designer.

**Equivalents:** KFB407-2, KFB104-2
**Credit points:** 12
**Contact hours:** 3 per week
**Campus:** Kelvin Grove
**Teaching period:** 2013 SEM-2

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

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

KFB109 UNSPEAKABLE BEAUTY 2: FASHION AND MODERNITY
KFB205 FASHION AND STYLE JOURNALISM
This unit maps the scope and practice of fashion and style journalism in Australia and internationally. It will allow you to develop the skills necessary to conceptualise and produce fashion and style editorial content in a variety of styles and contexts.

**Prerequisites:** KFB103 or KJB224

**Equivalents:** KJB339
**Credit points:** 12
**Contact hours:** 3 per week
**Campus:** Kelvin Grove
**Teaching period:** 2013 SEM-2

KFB207 CONTEMPORARY FASHION
Fashion is a vital dimension to contemporary culture; it is art and industry, idea, image and product. In its truest sense all Fashion is Contemporary fashion. This unit draws on ideas developed in Introduction to Fashion to provide a context for the shifting terrain of contemporary fashion. The unit addresses content such as key developments in fashion since 1970, significant International and Australian contemporary designers and current trends in the consumption, production and presentation of fashion.

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

KFB209 RAGTRADE: THE BUSINESS OF FASHION
This unit focuses on the logistics and skills required in the industry, for the distribution and selling end of the fashion cycle. It will develop your understanding of the importance of international and national wholesale selling or order taking, through to fashion companies going direct to the final consumer.

The unit seeks to bring together the professional, creative and real world opportunities available in fashion industry selling strategies, with the business planning and sustainability strategies required for profitability. You will acquire skills and knowledge that will support and enhance your understanding of current and future trends in fashion.
fashion business planning, entrepreneurial acumen and sales logistics, through practical application of the practices and strategies researched.

Prerequisites: KFB103
Assumed knowledge: Completion of 72 credit points of study is assumed knowledge
Equivalents: KFB201
Credit points: 12
Contact hours: 3.5 per week
Campus: Kelvin Grove
Teaching period: 2013 SEM-2

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

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

By examining internet blogs and images, the unit also studies how fashion media have expanded exponentially, with the advent of the stylist, the pr and the dissemination of fashion images as new global phenomena.

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

KIB103 INTRODUCTION TO WEB DESIGN AND DEVELOPMENT
This unit provides an introduction to theories and skills underpinning the application of multimedia technology with the Creative Industries, providing a foundation of conceptual and practical skills related to contemporary modes of electronic hypermedia production, communication and publishing.

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

KIB109 DESIGN FOR INTERACTIVE MEDIA
Designing for contemporary media requires a sophisticated understanding of how we effectively interact with new technologies, software applications, displays and environments. This unit focuses on the field of interaction design and user experience design. It develops an understanding of the theories, methods, and processes employed by Interaction Designers through a series of lectures and tutorials. These principles are then applied to authentic design briefs within design studios.

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

KIB120 GRAPHIC DESIGN
An ability to create and promote attractive and effective messages is the aim of graphic design. In this unit, you will build upon the knowledge and skills you have gained in visual communication to consolidate an advanced understanding of how graphic design works in our contemporary society. This unit is focused on the design process and projects (publications, corporate identity, digital media and advertising), therefore, there is an emphasis on skills and concepts that contribute to interpreting and responding to design briefs, and to developing creativity and design innovation.

Prerequisites: KIB101 or KIB801 or KIP401
Antirequisites: KVP401
Equivalents: KVB204
Credit points: 12
Campus: Kelvin Grove
Teaching period: 2013 SEM-2

KIB201 CONCEPT DEVELOPMENT FOR GAME DESIGN AND INTERACTIVE MEDIA
This unit addresses theoretical issues associated with non-linear story structures and interactive narratives through the analysis of game structures, the creation of original game ideas and the application of techniques of information design to the structuring of non-narrative content. Addressing the creative and analytical roles of writers, conceptual designers and information designers in the
context of interactive digital media and the Creative Industries.

**Equivalents:** KIB816    **Credit points:** 12    **Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1

**KIB202 ENABLING IMMERSION**

As creative practitioners within a highly networked technological society, it is important to develop a critical understanding of how the application of technology influences modes of communication, production processes and creative practices, particularly within the Creative Industries. This unit provides an introductory overview of the philosophies underlying applications of technology, and critically examines current applications in order to explore creative visions of future technology.

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

**KIB204 WEB INTERFACE DESIGN**

Effective interface design is an essential aspect of contemporary communication. In the production of digital media forms, such as web sites or mobile applications, you will need to have an in-depth understanding of how visual design and communication principles apply to the creation of visual interfaces. You will also need to understand the effective and integral relationship between interface and interaction design. This unit provides the knowledge and skills in interface design that will be required to design effective interactive media, which you will apply in future studies in Interactive and Visual Design.

**Prerequisites:** (KIB103 or KIB807 or KKB007 or KKB818) and (KIB102 or KIB120 or KIB802 or KVB204)    **Assumed knowledge:** It is assumed that students are familiar with the QUT computing environment, and digital design applications including Adobe Photoshop, Illustrator, Flash and Dreamweaver. Students are expected to read and write HTML and CSS in a text editor.    **Equivalents:** KIB230, KIB211    **Credit points:** 12    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1

**KIB205 PROGRAMMING FOR VISUAL DESIGNERS AND ARTISTS**

As part of a contemporary art and design production, practitioners often need to understand aspects of computer programming. This unit provides artists and designers with an introduction to computer programming. It demonstrates how artists and designers use programming within their practices and introduces the principles of programming that will allow you to use computing as a tool for art and design innovation. The unit is presented in a manner that is suited to the learning styles of visual designers and artists, and requires no previous computer programming experience. These skills will developed and applied to the development of art and design outcomes in a studio setting.

**Assumed knowledge:** Fluency in the use of typical multimedia software applications is assumed knowledge.

**Equivalents:** KIB210    **Credit points:** 12    **Contact hours:** 4 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-2

**KIB207 THEORIES OF VISUAL COMMUNICATION**

Contemporary visual designers need to have a thorough and sophisticated understanding of the principles, theories, and history of visual communication as well as how it shapes and changes the way that we understand meaning, persuasion, society and culture. This unit builds on knowledge gained in KIB101 Visual Communication and KIB120 Graphic Design to provide an in-depth knowledge of the field of visual communication.

**Prerequisites:** (KIB120 or KVB204) and completion of 96cp of study    **Credit points:** 12    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-2

**KIB231 TYPOGRAPHY AND ILLUSTRATION**

Typography and illustration are essential components of graphic design for both print and electronic media. This unit will focus on techniques of type design, appropriate use of type forms, the design and incorporation of lettering, and the expressive and communication uses of typography. It will also cover the history, uses, and processes of illustration and its application within visual design and communication. Lectures will introduce design history, techniques and approaches, which will be applied in design studios.

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

**KIB309 EMBODIED INTERACTIONS**

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

**Prerequisites:** KIB216 or KIB205 or INB385    **Equivalents:** KIB311    **Credit points:** 12    **Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1
KIB314 TANGIBLE MEDIA
This unit extends the understandings of tangible media interfaces and applications gained in the embodied media unit. In this unit students will develop a tangible media project from concept through to design, production, evaluation, and exhibition. Theoretical understandings on tangible media object design, interaction and installation gained through lectures will be supplemented with production skills in workshops, and applied to the development of tangible media works in design studios. Finished works will be displayed in a final exhibition where members of the public will interact with them.
Prerequisites: KIB309  
Equivalents: KIB311  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-2

KIB338 PRINT MEDIA
This unit builds on the visual communication and graphic design units to develop specialist skills in design layout and the creative production of print media. It will introduce the theory and principles involved in combining text, image and design elements into a coherent design layout and will extend this theory into practice through the development of advanced design publishing techniques. Theoretical understandings gained through lectures will be augmented with technical skills in workshops, and applied to the production of team-based, professional quality print projects in design studios.
Prerequisites: KIB120 or KVB204  
Antirequisites: KCP361, KCP405  
Credit points: 12  
Contact hours: 3 per week, plus several workshops during semester  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-2

KIB340 VISUAL INFORMATION DESIGN
We encounter information design every day, It has become an essential aspect of contemporary communication. The field of information design has grown rapidly in the past decade and is now routinely employed across many fields where the visual display of complex data, events, and phenomena provide concise explanations, new insights and even discoveries. Information Design is used in many fields, including product information, way-finding, mapping, biology, transport, news and journalism, interaction and interface design, and systems diagrams. The demand for visual communicators with expertise in information design continues to grow. In the interpretation and production of information design you will extend your understanding of visual design and communication principles to include principles for effective information design. This unit provides advanced knowledge and skills in visual information design, which will be applied in design outcomes for a range of contexts.
Prerequisites: KIB120 or KVB204  
Equivalents: KIB211  
Credit points: 12  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1

KJB101 COMPUTATIONAL JOURNALISM
This unit acquaints you with the uses journalists make of computers in their work: for word-processing, personal information management, time management, and gathering information for stories and journalism assignments by searching online and CD-ROM databases, by analysing public records with spreadsheets and by using email to interview sources found on Internet bulletin boards and in newsgroups, usergroups, and listservers.
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1 and 2013 SEM-2

KJB103 MEDIA DESIGN AND LAYOUT
Visual communication techniques are essential in capturing the attention of an increasingly visual literate society. Understanding how to design well is growing in importance in a society that is time poor and overloaded with competing sources of media. You will learn how to apply design theory in a variety of visual communication contexts relevant to the journalism, media and communication industries.
Antirequisites: KCB304, KJB211  
Credit points: 12  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-2

KJB104 PHOTOJOURNALISM
Changing digital technologies have resulted in increased demands and expectations for journalism, media and communications professionals to have appropriate digital visual skills. They are increasingly expected to understand and apply digital visual principles and possess the ability to employ and include visual elements in their work such as photo-essays, and photojournalism projects. In this unit students will advance their fundamental digital photography proficiency and analyse styles of visual communication and the photographic medium.
Antirequisites: KKP420, KVP402, KJP420  
Credit points: 12

KIB120 NEWSWRITING
In this unit you learn to think like journalists, to evaluate events for their potential news value, to record interviews and perform other reporting tasks and to write news stories. It includes the evolution and theories of reporting.
Antirequisites: KJP401  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1 and 2013 SEM-2

KJB121 JOURNALISTIC INQUIRY
This unit develops the basic skills learnt in Newswriting: generating story ideas; researching; conducting interviews; finding news values and news angles and applying them in a practical context. You also learn about how practical
newsgwriting skills fit into an online environment. You are introduced to the rigours of deadlines and have opportunities to write stories related to different news rounds throughout the semester. **Prerequisites:** KJB120 **Antirequisites:** KJP402 **Credit points:** 12 **Contact hours:** 3 per week **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-1 and 2013 SEM-2

KJB224 FEATURE WRITING

Students conduct interviews and other research that they use to write Internet, newspaper and/or magazine articles that profile personalities or stories or that treat processes, events and places to exploit their human-interest value. **Prerequisites:** KJB120 or KWB107 or KWB381 **Antirequisites:** KJP403 **Credit points:** 12 **Contact hours:** 3 per week **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-1 and 2013 SEM-2

KJB239 JOURNALISM ETHICS AND ISSUES

QUT Journalism supports the development of socially responsible, ethical journalists. KJB239 is a core journalism unit. It begins with an overview of western and eastern moral philosophical traditions and moves on to examine current journalistic practice in the context of Australian and international news media operations, regulatory bodies and the stance of professional journalism organisations. Students generate ethical dilemmas and work through them individually, making difficult decisions about issues such as invasion of privacy, protection of sources and conflict of interest. The impact of developing information and communication technologies is also addressed. **Credit points:** 12 **Contact hours:** 3.5 per week **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-1

KJB280 INTERNATIONAL JOURNALISM

This unit identifies, compares and analyses the diversity of journalistic practice in different countries and regions. You will look at historical conditions that have led to variations in journalism across the world, how different politico-economic systems affect journalistic activity, and how and why different news media take distinct approaches to covering world issues. You will develop the cross-cultural awareness and background knowledge required to identify story ideas, relate to sources and produce news reports in different countries and cultural environments. **Prerequisites:** KJB120 or KJP401 **Credit points:** 12 **Contact hours:** 4 per week **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-1

KJB337 INVESTIGATIVE REPORTING

This is an advanced reporting unit stressing the watchdog role of the news media using investigative techniques, including computer-assisted reporting, Internet and other online searching. You write news feature stories for possible publication, and engage in case study/role play exercises for understanding public events/processes and their relationships to news media. The unit is taught in three hour blocks over the first nine weeks of semester. **Prerequisites:** KJB120 **Antirequisites:** KJP402 **Credit points:** 12 **Contact hours:** 4 per week **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-2

KKB341 WORK INTEGRATED LEARNING 1

It is important that Creative Industries students gain real work industry-based experience in order to link university study with professional practice. Students need to equip themselves not only with skills and discipline knowledge but also with understandings and experience in order that they may function and flourish when they enter the workplace. This advanced-level (capstone) unit is offered during the final year of an undergraduate degree course at which time students are able to apply appropriate, transferable skills to a workplace or professional context. **Prerequisites:** Completion of 168 credit points of study **Antirequisites:** KKB343, KKB344, BEB701, BEB702 **Credit points:** 12 **Contact hours:** Varies according to discipline-specific internship requirements **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

KKB342 WORK INTEGRATED LEARNING 2

It is important that Creative Industries professionals gain real work industry-based experience in order to link university study with professional practice. Students need to equip themselves not only with skills and discipline knowledge but also with understandings and experience in order that they may function and flourish when they enter the workplace. This advanced-level capstone unit is offered during the final year of an undergraduate degree, that builds upon and strengthens knowledge and skills acquired in KKB341 Internship 1. **Prerequisites:** (KKB341 or KKB343). KKB341 can be enrolled in the same teaching period as KKB342 **Antirequisites:** KKB344 **Credit points:** 12 **Contact hours:** Varies according to discipline-specific internship requirements **Campus:** Kelvin Grove **Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

KKB345 CREATIVE INDUSTRIES PROJECT 1

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

**Prerequisites:** Completion of 72 credit points of Creative Industries units (K%B% or D%B% units)  
**Credit points:** 12  
**Contact hours:** About 150 hours across the semester.  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1, 2013 SEM-2 and 2013 SUM

### KKB346 CREATIVE INDUSTRIES PROJECT 2

The Faculty of Creative Industries intends that its graduates practice as professionals in their respective discipline or disciplines. Increasingly, a major part of such practice is the instigation, management, monitoring, and reporting on Creative Industries projects. This unit offers experience at participating in an advertised project that may be offered by one or more disciplines in the Faculty. Normally projects are advertised in the preceding semester through the Ci Transitions Hub (log on to BB > Community top tab > Creative Industries > Ci_Transitions). For some students this unit will be taken as the second of two ‘project’ units related to the same project, in such cases the first unit (KKB345) may be a prerequisite or corequisite to the second unit (KKB346).

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

### KKB350 CREATIVE INDUSTRIES INTERNATIONAL STUDY TOUR

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

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

**Prerequisites:** Completion of 72 credit points of study (K% or D% units)  
**Credit points:** 12  
**Contact hours:** 2-3 week tour and several lectures during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

### KKB351 WORK INTEGRATED LEARNING 3

**Prerequisites:** Completion of 72 credit points of study (K% or D% units)  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

### KKB352 WORK INTEGRATED LEARNING 4

**Prerequisites:** Completion of 72 credit points of study (K% or D% units)  
**Credit points:** 12  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

### KMB003 SEX DRUGS ROCK 'N' ROLL

In this unit, you gain an insight into the interaction between music and society by analysing the artistic, economic, and political landscape of the diverse, innovative music of the 21st century including rock and pop music, world music, dance music, indigenous music and new age music.

**Equivalents:** KMB640  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove and Caboolture  
**Teaching period:** 2013 SEM-1 and 2013 SEM-2

### KMB004 WORLD MUSIC

You will gain an awareness and better understanding of world music, its particular significance within Australia and its impact upon contemporary music through a series of lectures, demonstrations and tutorials.

**Assumed knowledge:** A knowledge of music fundamentals is assumed knowledge.  
**Equivalents:** KMB631  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

### KMB107 SOUND, IMAGE, TEXT

This unit focuses on the rich and varied relationship between sound and image in a number of media and artforms, including film, music video, theatre, installation, mixed media performance and many more.

**Equivalents:** KMB638  
**Credit points:** 12  
**Contact hours:** 2.5 per week  
**Campus:** Kelvin Grove and Caboolture  
**Teaching period:** 2013 SEM-2

### KMB119 MUSIC AND SOUND PRODUCTION 1

This unit introduces students to the fundamentals principles of music and sound production through a mix of theory and practice. Students gain an understanding of sound recording, sound production and live sound reinforcement and develop listening skills essential for music and sound production.

**Equivalents:** KMB108, KMB621  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

### KMB122 MUSIC AND SOUND CONCEPTS 1

This is the first of two units exploring and engaging with key concepts in music and sound. The unit encompasses both
criticism and analysis as well as creative practice and experimentation and draws on a wide spectrum of contemporary and historical music and sound examples.

**Equivalents:** KMB130, KMB632  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1

**KMB129 MUSIC AND SOUND PRODUCTION 2**

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

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

**KMB132 MUSIC AND SOUND CONCEPTS 2**

This is the second of two units exploring and engaging with key concepts in music and sound. The unit extends the critical and analytical skills developed in Music and Sounds Concepts 1 as well as developing a broader understanding of strategies for creative practice and experimentation by critically listening to a wide spectrum of contemporary and historical music and sound examples.

**Prerequisites:** KMB122  
**Equivalents:** KMB131, KMB633  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KMB140 CREATIVE STUDIO 1**

*SUBJECT TO FINAL APPROVAL*

Successful musicians need to form and negotiate their creative identity within a complex field of practice. They need to develop critical skills to understand their music in context and how it can be connected to an audience. This unit builds students' critical and practical skills in the creation and presentation of music. As the first of two foundation units in creative music practice, it provides an opportunity for students to explore and present musical ideas with peers, at an introductory level, in a staff directed environment.

**Antirequisites:** KMB125, KMB110, KMB657, KMB120, KMB651  
**Credit points:** 24  
**Teaching period:** 2013 SEM-1

**KMB141 CREATIVE STUDIO 2**

*SUBJECT TO FINAL APPROVAL*

This unit builds on, and extends, the concepts relating to music creation and presentation covered in Creative Studio 1. It introduces to students to a broader range of contemporary approaches to music creation and presentation and assists students in developing a critical approach to the identification of skill and resource requirements associated with different music practices. As the second of two foundation units in creative music practice, it develops and consolidates students’ skills in exploring and presenting musical ideas with peers in a controlled, staff directed environment.

**Prerequisites:** KMB140 or KMB125 or KMB110 or KMB657 or KMB120 or KMB651  
**Antirequisites:** KMB135, KMB111, KMB658, KMB121, KMB652  
**Credit points:** 24  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-2

**KMB200 MUSIC SCENES AND SUBCULTURES**

This unit will explore many of the major musical subcultural movements of the last sixty years through an interdisciplinary approach. To understand how music operates as a form of social, cultural and political communication this unit explores the various contexts in which music circulates and is made meaningful.

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

**KMB215 THE MUSIC INDUSTRY**

This unit gives a working knowledge of the structural, legal and business aspects of the Australian music industry by engaging with real world music industry professionals and formulating a number of strategies to reflect this.

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

**KMB216 AUDIO / VISUAL INTERACTION**

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

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

**KMB219 MUSIC AND SOUND PRODUCTION 3**

This unit builds upon the first year foundation units in Music and Sound Production. It introduces students to the recording studio control room, focussing on microphone captured audio and the integration of electronic and acoustic resources and extends the student’s 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.

**Prerequisites:** KMB129 or KMB105 or KMB619  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2013 SEM-1
KMB225 CREATIVE STUDIO 3
This unit builds on, and extends, the concepts relating to music creation and presentation covered in Creative Studio 1 and 2. It assists students in establishing their identity as an artist and locating their work within a broader field of practice. It will also introduce students to the role of the creative collaborator. The unit will introduce students to strategies for audience engagement, promotion and event curation. In consultation with studio staff, students will formulate a program of work for the semester that allows them to identify and investigate their personal artistic direction. Students will also be introduced to the design and execution of successful music events and presentations.
Prerequisites: KMB141 or KMB135 or KPB105 or KMB111 or KMB658 or KMB121 or KMB652 or KPB185 or KPB260
Equivalents: KMB214-2 Credit points: 12 Contact hours: 5 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1

KMB229 MUSIC AND SOUND PRODUCTION 4
This unit builds upon Music and Sound Production 1, 2 and 3. It introduces students to the concept of the studio as an instrument. By developing advanced studio recording techniques and focussing on creative relationships, it extends the student's 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.
Prerequisites: KMB219 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KMB235 CREATIVE STUDIO 4
This unit builds on, and extends, the concepts relating to music creation and presentation covered in Creative Studio 1, 2 and 3. It assists students in consolidating their identity as an artist and collaborator, and in positioning their work within a broader field of practice. The unit will build students' skills in audience engagement, promotion and event curation in off campus contexts. In consultation with studio staff, students will propose a program of work for the semester and be mentored in bringing their projects to successful public outcomes both on and off campus.
Prerequisites: KMB225 or KMB214-2 Equivalents: KMB214-2 Credit points: 12 Contact hours: 5 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KMB250 CREATIVE PERFORMER 1
This unit aims to develop the skills and understanding necessary for generating original creative work through extension and experimentation. It adds to the foundational knowledge and ideas delivered in Music and Sound Concepts 1 & 2 and draws on technical content introduced in Music and Sound Production 1 & 2.
Prerequisites: (KMB141 or KMB135) and KMB119 and KMB129 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1

KMB251 CREATIVE PERFORMER 2
This unit adds to the contextual knowledge and conceptual frameworks delivered in Creative Performer 1 and further develops the skills required to generate original creative work at a greater depth of experimentation and musical knowledge.
Prerequisites: KMB250 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-2

KMB252 MULTI-PLATFORM SOUND DESIGN
This unit builds on previous sound design knowledge and uses a range of tools to design and develop sound content for multi platform television, mobile phones, web, games, virtual worlds and social networks. Students gain an understanding of a variety of working methods and delivery formats and develop practical skills essential to successful collaboration and creation.
Prerequisites: KMB129 Credit points: 12 Contact hours: 3 per week Campus: Kelvin Grove Teaching period: 2013 SEM-1

KMB319 MUSIC AND SOUND PRODUCTION 5
This unit builds upon Music and Sound Production 1, 2, 3 and 4. It focuses on the skills needed for the delivery and professional presentation of developed work in a variety of creative production areas. It deepens understanding of creative relationships and extends the student’s 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.
Prerequisites: KMB229 Credit points: 12 Campus: Kelvin Grove Teaching period: 2013 SEM-1

KMB325 CREATIVE STUDIO 5
This unit builds students' skills working in self-directed environments as project initiators, and as active collaborators on projects devised by peers. Students will explore, in greater detail, strategies for audience engagement, music curatorship, and event promotion and will critically examine the approaches of successful music and sound professionals. In consultation with studio staff, students will devise a program of work for public presentation alongside a marketing and promotion plan. Students will examine the relationships between live
There are many design principles and elements to consider in the conceptual development and presentation of an idea or visual message. The ability to apply drawing to such a task promotes the development of varied capabilities and technical skills: observation, description, meaning-making, recording, synthesis, interpretation and presentation in visual form. This unit will provide knowledge of the history and techniques of drawing, as well as core skills, and an understanding of its application for concept development, prototyping, and storyboarding. This will provide an important foundation for existing and evolving modes of constructing and presenting effective visual communication.

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

**KNB121 ANIMATION HISTORY AND PRACTICES**

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

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

**KNB122 DRAWING FOR ANIMATION 2**

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

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

**KNB123 ANIMATION AND MOTION GRAPHICS**

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

**Equivalents:** KIB105  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KPB124 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

**KPB211 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:** KPB124 or KIB111 or KIB107 or KIB203  **Equivalents:** KIB225, KIB106, KIB807  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KPB101 INTRODUCTION TO FILM, TV AND NEW MEDIA PRODUCTION**
This unit introduces the principles and technologies of video production for both cinema and television. This includes the roles and responsibilities of production teams, production management, design and practice. Lecture delivery by experts in the major production areas of producing, directing, and cinematography, editing and sound informs this practice. You work in groups to produce videos which form a major part of their assessment.

**Equivalents:** KPB150, KPB155  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove and Caboolture  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KPB109 FILM AND TV HISTORY**
Television and film are among the most influential forms of representation developed over the past century. An appreciation of the history and influence of narrative styles and industrial movements emphasizes the important changes in technology and aesthetics that have contributed to making these media potent cultural forces. The history of narrative and movements needs to be considered alongside the production and viewing of television and film as entertainment, information and art.

**Equivalents:** KPB102, KPB359  **Credit points:** 12  **Teaching period:** 2013 SEM-1

**KPB110 THE MOVIE, TV AND NEW MEDIA BUSINESS**
The movie, TV and new media businesses are key parts of the entertainment industry, which is one of the biggest in the world. For anyone interested in working in these media an understanding of how they function as businesses is vital. This unit provides an introduction to producing, writing and theoretical aspects of the movie, TV and new media businesses.

**Equivalents:** KPB106, KPB209  **Credit points:** 12  **Contact hours:** 3 per week  **Teaching period:** 2013 SEM-2

**KPB112 TV AND FILM GENRES**
Genre matters — for creators of genre films and television productions, for distributors, and for audiences. Film and television genres continue to evolve in response to entertainment and artistic imperatives in the contemporary new media environment. It is therefore important to consider similarities, differences, and connections between related genres on film and television, as well as those genres unique to television.

**Equivalents:** KPB103, KPB107, KPB372-2  **Credit points:** 12  **Teaching period:** 2013 SEM-2

**KPB113 TV AND FILM TEXT ANALYSIS**
In an era when film and television texts are being transformed by digital media formats, media practitioners (including creative artists, critics, and educators) value a media literacy based on critical and informed approaches to textual analysis. Taking into account the new media environment, selected techniques for undertaking textual analysis are applied to popular film and television such as blockbuster movies and cult television programs.

**Equivalents:** KPB108, KPB130  **Credit points:** 12  **Teaching period:** 2013 SEM-1

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

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

**KPB205 DOCUMENTARY THEORY AND PRACTICE**
The documentary filmmaking tradition has involved many crucial aesthetic, technical and ethical concerns throughout history. This unit introduces this significant tradition of documentary production. For KP25/KK34 (Film & Television) students, the unit is a preparation for the documentary practical production unit, through learning to assimilate the principles outlined in the unit into their own documentary screenplays. For non-KP25/KK34 (Film & Television) students, the unit provides an opportunity to address the theoretical underpinnings of the documentary form, and the processes of documentary production.

**Equivalents:** KPB358  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KPB206 INTERNATIONAL CINEMA**
This unit examines a range of national cinemas from a global perspective. Key theoretical approaches to national/international cinemas are covered, along with significant historical, textual, representational and ideological issues. The critical challenges posed by productions from these different cultures to Hollywood mainstream productions are also explored.

**Equivalents:** KPB344  **Credit points:** 12  **Contact hours:** 5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KPB210 PRODUCTION MANAGEMENT FOR FILM, TV AND NEW MEDIA**
*SUBJECT TO FINAL APPROVAL*
This unit considers the role of the producer and executive producer in film and television production with a particular focus on running a production. It considers the following: preparing and running a budget, achieving balance in above-the-line, below-the-line and marketing costs, casting and crewing a production, and legal and copyright issues.

**Equivalents:** KPB104, KPB314  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KPB212 AUSTRALIAN FILM AND TV**
This unit includes the following: study of Australian film and television productions within their cultural and institutional contexts; issues facing the film and television industry today; the construction and circulation of cultural discourses such as national identity, nationalism, gender, ethnicity and class; experimental film and television; indigenous productions; new technological and global challenges.

**Equivalents:** KPB203, KPB343, KPB106  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KPB303 CRITICAL THINKING ABOUT TELEVISION AND FILM**
Students who have an interest in the social function of television, film and new media should be encouraged to think critically about social, cultural and aesthetic issues regarding the media. In this unit you will look at these issues, and learn the skills you need in order to research them and think about them critically.

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

**KPB313 PRODUCING FOR FILM, TV AND NEW MEDIA**
Producers are key figures in the production of television, film and new media. This unit will take you through the key skills you need to work as a producer, including how to source funding for projects, putting together a creative team, and organising distribution and marketing.

**Prerequisites:** Completion of 96cp of study  **Equivalents:** KPB202  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KRB120 SCENOGRAPHY AND THE ART OF TECHNICAL THEATRE**
This unit introduces students to theoretical concepts and principles associated with scenography, historical trends in technical theatre and the background associated with the broad vocabulary of technical theatre terminology.

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

**KRB121 VISUAL THEATRE**
This unit introduces students to the concepts and principles associated with traditional visual theatre design. It is a studio-based unit comprised predominantly of ongoing practical work that students complete under the close guidance and instruction of QUT academic staff and external industry professionals.

**Prerequisites:** KRB120 (can be enrolled in the same teaching period)  **Equivalents:** KSB215, KSB276  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KRB220 THE SCENOGRAPHIC DIVIDE**
This unit challenges students to undertake a detailed interrogation of the tensions between the practice of traditional stage design and the theoretical concepts and principles associated with scenography.

**Prerequisites:** KRB120  **Credit points:** 12  **Contact hours:** 2 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2
KRB221 INTERMEDIAL APPLICATIONS FOR THE THEATRE
This unit introduces students to the concepts and principles associated with intermedial applications in the theatre. It is a studio-based unit comprised predominantly of ongoing practical work that students complete under the close guidance and instruction of QUT academic staff and external industry professionals.
Prerequisites: KRB121 and KRB220  
Credit points: 12  
Contact hours: 4 per week  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-1

KTB104 PERFORMANCE INNOVATION
The aim of this unit is to give you an appreciation and understanding of performance innovation in both historical and contemporary contexts.
Equivalents: KTB271  
Credit points: 12  
Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-2

KTB106 PERFORMING SKILLS 2: STYLE AND FORM
This unit is designed to be of benefit to anyone seeking to extend their understanding through workshop, rehearsal, performance, and the application of dramaturgical skills, of theatrical styles and forms other than realism. These could include Greek drama, commedia dell’arte, Shakespearean theatre, Restoration comedy, comedy of manners, epic theatre and theatre of the absurd.
Antirequisites: KSB106  
Equivalents: KTB258  
Credit points: 12  
Contact hours: 4 per week  
Campus: Kelvin Grove  
Teaching period: 2013 SEM-2

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

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

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

KTB213 DIRECTING THEATRE
Directing text-based performance events, whether within a subscription season of 'traditional' theatre, or as a stand-alone event within the independent theatre sector, or within a festival context, requires highly developed creative skills and sound managerial and organisational abilities.

This third year undergraduate unit examining the artistic processes and project-management responsibilities that a drama director must fulfill, is essential for students wishing to further their practice as directors, or as performance-makers within educational settings or within the creative industries. It builds on skills and perspectives acquired in units such as Performing Skills 1&2, Performance Innovation, Production 1&2, Understanding Theatre and Staging Australia.

**Prerequisites:** Completion of 72cp of study (% units)

**Equivalents:** KTB306  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

**KTB302 POSTDRAMATIC THEATRE**

The elements of drama and the conventions of various periods have provided the pivot around which genres and forms of theatre can be studied. However, in recent decades a fresh species of drama has emerged called postdramatic theatre that challenges many of the traditional terms we use to define and make theatre.

This unit examines postdramatic theatre that was heralded by the emergence of postmodernism. The unit will investigate the challenges postdramatic theatre makes to traditional notions of unitary art form, character, audience, site, time and narrative. The unit will investigate the postmodern aesthetics inherent in interdisciplinary, transdisciplinary and inter-media practices.

**Equivalents:** KTB204, KTB275  Credit points: 12  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

**KTB305 THE ENTREPRENEURIAL ARTIST**

This unit is taken in the final three years of the Bachelor of Creative Industries Drama course. The program is designed to cover a range of artistic and economic areas, including; aesthetics, creativity, regulatory, administrative, legal and ethical issues related to the practice and business of the creative industries.

**Prerequisites:** Completion of 168 credit points of study

**Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KVB102 MODERNISM**

This unit provides an overview of the key concepts and movements that comprise twentieth-century modernism in the period 1900-1945. Beginning with cubism, the unit provides an understanding of terms, such as avant-garde, modernism and modernity. It explains how modernism focuses upon the issue of representation and how this approach led to inter-disciplinary work, which engaged with film, photography, design, architecture and installation as well as the traditional visual arts.

**Equivalents:** KVB701  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB103 AUSTRALIAN ART**

This unit focuses on Australian art over the course of the twentieth century, including the contemporary period. It gives you an understanding of the national, cultural and social frameworks within which this art has been produced and introduces a number of artists, artistic movements and issues within Australian art. It also considers the nature of indigenous art and its contribution to the complexity of Australian cultural identity. All of these issues are presented in order to help you understand the important role of Australian art as an expression of our cultural values throughout the twentieth century.

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

**KVB104 PHOTOMEDIA AND ARTISTIC PRACTICE**

This unit aims to provide you with an understanding of the aesthetic aspects of various photomedia concepts and processes and the artistic use of genres. It also aims to give you proficiency in alternative and experimental uses of photographic processes, establishing an understanding of investigative and creative research. By including a range of photographic processes as part of the photographic artist's repertoire, this unit aims to give you a broad range of choices and approaches to creating images. The unit encourages you to engage with photography as a medium for visual and artistic expression in order to extend your own photographic practice.

**Antirequisites:** KKB020, KKP420, KVP402, KJP420

**Equivalents:** KVB509  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove and Caboolture  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KVB108 CONTEMPORARY ASIAN VISUAL CULTURE**

This unit considers the influences of historical visual arts, backgrounds, philosophical beliefs and trade on the symbolism, forms, techniques and uses of various artifacts in contemporary Asian visual art practice.

**Equivalents:** KVB444  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KVB110 2D MEDIA AND PROCESSES**

This introductory unit is a studio course enabling you to explore, construct, analyse and interpret visual data through...
the 2D graphic modes of drawing, painting and printmaking. **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB111 3D MEDIA AND PROCESSES**
This first year unit introduces you to current contemporary art practices and concepts to assist you in making, analyzing and critiquing three dimensional artworks. As a second semester unit, this unit will develop foundational skills in 3D media and processes to complement and augment understandings and knowledge of 2D media and processes. **Credit points:** 12  **Contact hours:** 5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KVB114 DIGITAL MEDIA**
This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles. **Equivalents:** KIB104, KIB808  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KVB200 EXHIBITION AND DISPLAY IN THE VISUAL ARTS**
This unit addresses the development of the Museum in Western cultures and how that tradition manifests in current arts practices, such as in contemporary exhibitions, the display of collections, installation and site-specificity, audience interaction, curatorial activities such as didactic panels and virtual galleries. This unit will assist you in displaying objects and images from your own arts practice and/or the artwork of others in effective and appropriate ways. **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB211 POST 1945 ART**
This unit introduces the historical, philosophical, economic, political, social, cultural, artistic and formal issues related to the production of art since 1945 and into the post-modern era. Major topics that are examined include the neo-avant-garde and art¿s engagement with consumerism. This unit is intended as a foundation skill-base for all students in Creative Industries applicable to all disciplines and cultural industries including art criticism, arts practice, architecture and fashion. The unit introduces the economic, political, social, cultural, artistic and formal issues related to the production of art since 1990 in the contemporary era. By means of lectures, discussions and analysis of artworks and readings, the students’ awareness of the conceptual, historical and philosophical contexts concerning artists and the artworks is heightened. **Equivalents:** KVB712  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB213 GRAPHIC INVESTIGATION**
This unit examines debates about modernism and provide a detailed historical background to the development of these three fields in Australia in response to the idea of modernism. It will build upon the background provided in units such as KVB102 Modernism and KVB103 Australian Art by providing more in-depth analysis of modernism in the Australian context. It will also develop the practical application of such principals in design exercises. **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB212 AUSTRALIAN ART, ARCHITECTURE AND DESIGN**
This unit aims to examine the impact of modernism upon the fields of visual art, architecture and design in Australia during the period between 1917 and 1967. It will also examine debates about modernism and provide a detailed historical background to the development of these three fields in Australia in response to the idea of modernism. It will build upon the background provided in units such as KVB102 Modernism and KVB103 Australian Art by providing more in-depth analysis of modernism in the Australian context. It will also develop the practical application of such principals in design exercises. **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB213 3D MEDIA AND PROCESSES**
This first year unit introduces you to current contemporary art practices and concepts to assist you in making, analyzing and critiquing three dimensional artworks. As a second semester unit, this unit will develop foundational skills in 3D media and processes to complement and augment understandings and knowledge of 2D media and processes. **Credit points:** 12  **Contact hours:** 5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KVB214 DIGITAL MEDIA**
This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles. **Equivalents:** KIB104, KIB808  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2

**KVB200 EXHIBITION AND DISPLAY IN THE VISUAL ARTS**
This unit addresses the development of the Museum in Western cultures and how that tradition manifests in current arts practices, such as in contemporary exhibitions, the display of collections, installation and site-specificity, audience interaction, curatorial activities such as didactic panels and virtual galleries. This unit will assist you in displaying objects and images from your own arts practice and/or the artwork of others in effective and appropriate ways. **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

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This unit introduces the historical, philosophical, economic, political, social, cultural, artistic and formal issues related to the production of art since 1945 and into the post-modern era. Major topics that are examined include the neo-avant-garde and art¿s engagement with consumerism. This unit is intended as a foundation skill-base for all students in Creative Industries applicable to all disciplines and cultural industries including art criticism, arts practice, architecture and fashion. The unit introduces the economic, political, social, cultural, artistic and formal issues related to the production of art since 1990 in the contemporary era. By means of lectures, discussions and analysis of artworks and readings, the students’ awareness of the conceptual, historical and philosophical contexts concerning artists and the artworks is heightened. **Equivalents:** KVB712  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB212 AUSTRALIAN ART, ARCHITECTURE AND DESIGN**
This unit aims to examine the impact of modernism upon the fields of visual art, architecture and design in Australia during the period between 1917 and 1967. It will also examine debates about modernism and provide a detailed historical background to the development of these three fields in Australia in response to the idea of modernism. It will build upon the background provided in units such as KVB102 Modernism and KVB103 Australian Art by providing more in-depth analysis of modernism in the Australian context. It will also develop the practical application of such principals in design exercises. **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KVB213 3D MEDIA AND PROCESSES**
This first year unit introduces you to current contemporary art practices and concepts to assist you in making, analyzing and critiquing three dimensional artworks. As a second semester unit, this unit will develop foundational skills in 3D media and processes to complement and augment understandings and knowledge of 2D media and processes. **Credit points:** 12  **Contact hours:** 5 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KVB214 DIGITAL MEDIA**
This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles. **Equivalents:** KIB104, KIB808  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2
informed practitioner in the environment of public space you must acquire such knowledge because it will form the critical-analytical background to current debates and theories in the field of spatial culture and public art.

**Equivalents:** KWB001, KWB716  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KWB109 WRITING AUSTRALIA**
This unit provides you with opportunities to read, explore, discuss and evaluate a number of Australian texts written and published over the last twenty-five years. Upon completing this unit, you are able to understand and critically interrogate texts pertinent to contemporary Australian society and culture.

**Equivalents:** KWB002, KWB710  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KWB112 YOUTH AND CHILDREN'S WRITING**
This unit includes children's and adolescent novels within the cultural context of nineteenth and twentieth century Australia, England and America. It focuses on textual analysis of major generic types and considers issues such as race, gender, class and regionalism in fiction for young Australians.

**Equivalents:** KWB206, KWB712  **Credit points:** 12  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KWB207 GREAT BOOKS: CREATIVE WRITING CLASSICS**
This unit provides an overview of the enduring classic literary works. It will give you a better knowledge and understanding of the craft of storytelling and stimulate you to develop your own critical and creative writing as well as an understanding of yourself and others. The course commences with several of Chaucer's medieval tales and concludes with Vonnegut's modern anti-war classic Slaughterhouse Five. It includes Swift's biting satire and Emily Bronte's passionate Wuthering Heights. The unit aims to make such works accessible to students from all disciplines in the university, and provides valuable historical context and analysis of the writing craft in each case.

**Antirequisites:** KWP402  **Equivalents:** KWB301  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KWB210 INTRODUCTION TO LITERARY STUDIES**
"The 'textualisation' of the world has been an important development in twentieth century theory in the West," (Fuery:57). What are texts? What do they mean? This unit addresses these issues by providing you with an introduction to conceptual frameworks derived from some of the major critical discourses that have impacted on our world.

**Equivalents:** KWB704  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KWB103 PERSUASIVE WRITING**
Persuasive writing is an integral (if often unconscious) element of both professional and creative writing. Therefore, practitioners in these fields should be able to understand the principles of persuasion, use the vocabulary of persuasion, and evaluate the efficacy of different persuasive strategies. This unit introduces you to the theory and practice of writing persuasively across a number of genres to enhance your writing skills.

**Antirequisites:** KWP402  **Equivalents:** KWB315  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KWB104 CREATIVE WRITING: THE SHORT STORY**
The unit covers the writing of the short story in detail.

**Equivalents:** KWP403  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-2

**KWB105 CREATIVE NON-FICTION**
This unit covers the acquisition of practical and analytical skills in creative non-fiction writing in particular review writing on books, film, music, visual arts, fashion and food, as well as travel, scientific, essay, humorous and sports writing. The unit provides examples, techniques and practical exercises in non-fiction creative writing and editing, and the opportunity to develop individual work in the supportive context of in-class and small workshop groups. Potential publishing areas will be explored.

**Equivalents:** KWB381  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1

**KWB106 PERSUASIVE WRITING**
Persuasive writing is an integral (if often unconscious) element of both professional and creative writing. Therefore, practitioners in these fields should be able to understand the principles of persuasion, use the vocabulary of persuasion, and evaluate the efficacy of different persuasive strategies. This unit introduces you to the theory and practice of writing persuasively across a number of genres to enhance your writing skills.

**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.

**KWB108 INTRODUCTION TO LITERARY STUDIES**
"The 'textualisation' of the world has been an important development in twentieth century theory in the West," (Fuery:57). What are texts? What do they mean? This unit addresses these issues by providing you with an introduction to conceptual frameworks derived from some of the major critical discourses that have impacted on our world.

**Equivalents:** KWB704  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1
between texts, language, culture and society.    
**Equivalents:** KWB003, KWB321    **Credit points:** 12    
**Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1

**KWB209 SHAKESPEARE, THEN AND NOW**
This unit is designed to introduce students to Shakespearean studies and the ongoing cultural importance of Shakespearean material.    
**Equivalents:** KWB004, KWB729    **Credit points:** 12    
**Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1

**KWB210 IMAGINING THE AMERICAS: CONTEMPORARY AMERICAN LITERATURE AND CULTURE**
Imagining Americas is a literature-based unit which will explore a selection of contemporary written texts from the North and South American continents. The unit will focus on issues of place, nationality, regional and ethnic identity and will encourage an examination of these and the variety of writing styles from intercultural and international perspectives.    
**Credit points:** 12    **Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1

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

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

**KWB213 CORPORATE WRITING AND EDITING**
This unit deals with both the fundamentals of language (grammar, punctuation, style) and the dominant corporate writing genres (manuals, report, speeches, brochures).    
**Antirequisites:** KWP405    **Equivalents:** KWB106, KWB314    **Credit points:** 12    **Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-2

**KWB303 WRITING AND PUBLISHING INDUSTRY**
This unit provides an introduction to the function and structure of the writing and publishing industry.    
**Equivalents:** KWB399    **Credit points:** 12    **Contact hours:** 2.5 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-2

**KWB304 EDITING AND DEVELOPING THE MANUSCRIPT**
This unit develops your understanding of the editing process - in particular, the developmental intervention required to bring a creative manuscript to a publishable standard. These skills are crucial to those of you intending to work in the publishing industry, and of great benefit to professional creative writers. You will receive the opportunity to learn to edit the work of others with insight, understanding and technical skill.    
**Antirequisites:** KWP104, KWP404    **Equivalents:** KWB301    **Credit points:** 12    **Contact hours:** 3 per week    **Campus:** Kelvin Grove    **Teaching period:** 2013 SEM-1

**KWB308 WONDERLANDS: LITERATURE AND CULTURE IN THE 19TH CENTURY**
This unit considers important contemporary cultural and social questions by way of readings in science fiction, fantasy fiction and fiction, class ideologies and revolutionary politics from a selection of novels and poetry of the nineteenth century. The novels and poems examine political and social change in Europe between 1790 and 1900, with a view to making critical links between current ideologies and literary forms and their formulation in a nineteenth century text. As such, works ranging from Frankenstein to Alice in Wonderland are deployed to consider the textual representations of important cultural, social, and sexual issues.    
**Assumed knowledge:** KWB108, KWB207, KWB208 and KWB209 is assumed knowledge.    **Equivalents:** KWB005,
KWB724  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KWB309 POPULAR FICTIONS, POPULAR CULTURE
The unit is designed to provide you with skills in understanding popular culture/s. It addresses the production of popular culture via a range of texts and mediums, and provides you with a framework by which they can critique the operations of popular cultures.
Equivalents: KWB006, KWB725  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

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

KXB102 GLOBAL ENTERTAINMENT
Entertainment and entertainment industries are a global phenomenon. In this unit you will learn about important entertainment industries in specific places—such as Bollywood, Hollywood, and South Korean computer games—as well as about the ways in which important entertainment forms such as soap operas, theme parks, sport as entertainment, and pop music (specifically Cantopop) work in different cultures around the world.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2012 SEM-2

KXB201 ENTERTAINMENT PRACTICE: BALANCING CREATIVITY AND BUSINESS
In this unit you will learn how creativity and business can work together to complement each other in the entertainment industries. This unit will assist you in developing your ability to combine entertainment creativity and business in productive ways. It unit addresses content such as: the current situation of the entertainment industries in Australia and globally, models of creativity, and the relationship between creativity and constraints such as business requirements. As part of your learning, you will write an entertainment proposal which demonstrates your ability to balance creative and business skills.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KXB301 ENTERTAINMENT INDUSTRIES MAP
Industry networks are of key importance in Entertainment. In this unit you will extend and apply your critical knowledge of entertainment industries to the ‘real-world’ task of creating and updating an online directory of entertainment industries. The online directory will be a public product.
Prerequisites: KXB101 and (36 credit points from AMB200, AMB207, BSB126, KPB101, KPB116, KXB102, KXB201, LWS008 and LWS009)  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

PCB121 VISION, COLOUR AND PHOTOMETRY
This is the first unit in the lighting suite of courses and aims to prepare students with the necessary grounding for future units in the course. All lectures in units that follow this will assume a good knowledge and understanding of the concepts and principles presented in this unit.
Credit points: 12  Contact hours: 40  Campus: Gardens Point  Teaching period: 2013 SEM-1

PCB122 LIGHTING DESIGN
This unit aims to introduce students to the basics of lighting design, taking into account both the requirements for lighting a space, as well as the practical issues. Both indoor and outdoor spaces are included. The software packages
used are easily understood, as the aim of the unit is to teach students about lighting design, not how to use a lighting package.

**Credit points:** 12  **Contact hours:** 40  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-2

**PCB123 SUSTAINABILITY AND HUMAN FACTORS**
In this unit you should develop an understanding of the performance issues of lamps and luminaires, both from an energy point of view and the human issues – does it meet the needs of the people working or at leisure in the space.

**Credit points:** 12  **Contact hours:** 40  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-2

**PCB124 LAMPS AND LUMINAIRES**
This is an important unit in the lighting suite of courses because it describes the basic equipment that people working in any area of the lighting industry have to know and understand – the lights themselves. Understanding how a lamp works and how it performs helps people make informed decisions about the choices they have in choosing lamps for particular applications. All lectures in units that follow this will assume a good knowledge and understanding of the principles, properties and performances of light sources, including the emerging LED products.

**Credit points:** 12  **Contact hours:** 40  **Campus:** Gardens Point  **Teaching period:** 2013 SEM-1