



# Course Outline (Higher Education)

<b>School:</b>	School of Arts
<b>Course Title:</b>	COLLABORATIVE WORKSHOP 3 (PRODUCTION)
<b>Course ID:</b>	ACACW2003
<b>Credit Points:</b>	15.00
<b>Prerequisite(s):</b>	(ACACW1002)
<b>Co-requisite(s):</b>	Nil
<b>Exclusion(s):</b>	Nil
<b>ASCED:</b>	100199

## Description of the Course :

This intermediary course is designed as a one- week intensive or 12 weeks across the semester, exploratory workshop to develop students understanding of technological and production processes in interdisciplinary creative practices that may include combinations of generative writing, small screen technologies, performance, visual art, movement, digital art, video and music and sound production. artists at work, in community, society, education and for artistic expression and personal development.

Through workshop intensives, led by artist practitioner-teachers, students will be asked to focus on the study of design thinking, production values and creative technologies. Students will engage in a range of creative activities to activate their potential as artists and critical thinkers and to experience design and production processes in action. Students will be asked to identify and articulate their own aesthetic response to workshop provocations and how this might align with their emerging identity as an artist within a broader community.

**Grade Scheme:** Graded (HD, D, C, etc.)

**Placement Component:** No

**Supplementary Assessment:** Yes

Where supplementary assessment is available a student must have failed overall in the course but gained a final mark of 45 per cent or above and submitted all major assessment tasks.

## Program Level:

Level of course in Program	AQF Level of Program					
	5	6	7	8	9	10
Introductory	■	■	■	■	■	■
Intermediate	■	■	✓	■	■	■

Level of course in Program	AQF Level of Program					
	5	6	7	8	9	10
Advanced	■	■	■	■	■	■

### Learning Outcomes:

#### Knowledge:

- K1.** Further develop notions of creative identity in practical settings
- K2.** Further develop, integrate, synthesise design thinking, dramaturgies and practical methods and techniques of creating a collaborative work in practice
- K3.** Create an overview of the elements, dynamics and timelines around collaborative creative process in relation to provocations of place, community and social engagement
- K4.** Identify the relationship between individual creativity and teamwork within a collaborative process
- K5.** Identify creative models of art practice and provide examples of best practice from practitioners in Australia and internationally
- K6.** Build capacity to critically appraise artworks and creative work in context.

#### Skills:

- S1.** Question and shape individual creative identity and leadership capacities
- S2.** Appraise creative processes and strategies for application in your individual projects
- S3.** Identify and apply basic elements of project management in cultural production
- S4.** Reflect on project-in-progress work and provide appropriate critical response to peers
- S5.** Work with group dynamics individually and in teams to serve a shared created goal.

#### Application of knowledge and skills:

- A1.** Apply awareness of body in relationship to site, space and environment
- A2.** Apply awareness of group dynamics and processes
- A3.** Articulate ideas as they emerge from the creative process
- A4.** Extrapolate ideas through artistic expression and allied scholarly forms
- A5.** Connect skills sets through collaborative use of shared skills
- A6.** Build interdisciplinary relationships within the group and collaborative process to create an event or production
- A7.** Research and reflect on own and others creative process.

#### Course Content:

Topics may include:

- Technological and production processes in interdisciplinary creative practices that may include combinations of generative writing, performance, visual art, movement, digital art, video and music and sound production
- Design thinking
- Page to stage exercise: task to model design, production management and technical processes including sound, lighting, digital technologies
- Sustainability contexts of technologies, design and processes of art making
- Studio practice and theory that asks students to consider philosophies and practices of artists at work, in community, society, education and for artistic expression and personal development.

**Values:**

- V1.** Develop awareness of the range of applications of creative processes
- V2.** Acquire understanding of applied and interdisciplinary creative methodologies and techniques
- V3.** Cultivate independence of thought
- V4.** Develop a concept of artistic identity
- V5.** Acquire an openness to receive artistic feedback and a willingness to provide such to others
- V6.** Build a framework of personal and group ethics
- V7.** Appreciate responsibilities, dynamics and potentials of group processes
- V8.** Understand ethical and occupational frameworks of working in communities.

**Graduate Attributes**

The Federation University FedUni graduate attributes (GA) are entrenched in the Higher Education Graduate Attributes Policy (LT1228). FedUni graduates develop these graduate attributes through their engagement in explicit learning and teaching and assessment tasks that are embedded in all FedUni programs. Graduate attribute attainment typically follows an incremental development process mapped through program progression. **One or more graduate attributes must be evident in the specified learning outcomes and assessment for each FedUni course, and all attributes must be directly assessed in each program**

Graduate attribute and descriptor		Development and acquisition of GAs in the course			
		Learning Outcomes (KSA)	Code A. Direct B. Indirect N/A Not addressed	Assessment task (AT#)	Code A. Certain B. Likely C. Possible N/A Not likely
GA 1 Thinkers	Our graduates are curious, reflective and critical. Able to analyse the world in a way that generates valued insights, they are change makers seeking and creating new solutions.	K6, S2, A4, A7	A	AT4	A
GA 2 Innovators	Our graduates have ideas and are able to realise their dreams. They think and act creatively to achieve and inspire positive change.	K2, S1, S3, S5, A1, A2, A5	A	AT3	A
GA 3 Citizens	Our graduates engage in socially and culturally appropriate ways to advance individual, community and global well-being. They are socially and environmentally aware, acting ethically, equitably and compassionately.	K1, S1, S3, A6	A	AT1	A
GA 4 Communicators	Our graduates create, exchange, impart and convey information, ideas, and concepts effectively. They are respectful, inclusive and empathetic towards their audience, and express thoughts, feelings and information in ways that help others to understand.	K2, S1, S3, S5, A1, A2, A5	A	AT3	B

Graduate attribute and descriptor		Development and acquisition of GAs in the course			
		Learning Outcomes (KSA)	Code A. Direct B. Indirect N/A Not addressed	Assessment task (AT#)	Code A. Certain B. Likely C. Possible N/A Not likely
GA 5 Leaders	Our graduates display and promote positive behaviours, and aspire to make a difference. They act with integrity, are receptive to alternatives and foster sustainable and resilient practices.	K1, K3, K4, K5, S1, S3, S4, A6	B, A	AT2, AT1	B, A

**Learning Task and Assessment:**

Learning Outcomes Assessed	Learning Tasks	Assessment Type	Weighting
K1, S1, S3, A6	Participation and engagement	Workshop engagement and active participation	5-10%
K1, K3, K4, K5, S3, S4	Ability to undertake creative exploration of production and design processes and to reflect upon this	Portfolio, e-portfolio, Artist process journal	20-40%
K2, S1, S3, S5, A1, A2, A5	Ability to produce a creative response and to demonstrate this to the group	Practice based class creative outcome	40-60%
K6, S2, A4, A7	Research into a specific artists' practice	Essay	10-20%

**Adopted Reference Style:**

Chicago