



Course Outline (Higher Education)

School:	School of Arts
Course Title:	FORUM 6: ARTIST AND INDUSTRY
Course ID:	CAXDC3001
Credit Points:	15.00
Prerequisite(s):	Nil
Co-requisite(s):	Nil
Exclusion(s):	(PACAC3006 and VAPAP3005)
ASCED:	100301

Description of the Course:

This course will reflect upon the evolution of funding and business practice within the creative arts industry that include performing arts, design and the visual arts in a mediated environment. Students will understand their place within the industry and reflect critically, ethically and responsively as independent agents for change. The aim of this course is to equip all creative art students across visual, performing arts and design with practical skills and theoretical knowledge, required to engage fully in the creative industries. It will also engage with project design, legal, financial and ethical issues that impact on creative practitioners. The course will be tailored across the disciplines and encompass discipline specific knowledge pertinent to individual practice in relation to the creative art industry.

Grade Scheme: Graded (HD, D, C, P, MF, F, XF)

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intermediate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Advanced	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Learning Outcomes:

Knowledge:

- K1.** Interrogate understandings of the processes and procedures necessary to maintaining a professional creative arts/ performance and design practice.
- K2.** Exercise awareness of media and technology as a tool for making and promoting creative output.
- K3.** Discuss the role and significance of critical evaluation and active reflection in the creative process.
- K4.** Broaden independence of thought about the nature of art practice in the contemporary world.

Skills:

- S1.** Apply flexibility and respect to the working environment in the creative industries.
- S2.** Relate artistic concepts clearly in both oral and written communication.
- S3.** Demonstrate collaboration as central to cultural engagement.
- S4.** Lead and enable effective teamwork.
- S5.** Adopt responsibility for time management and completion of tasks.

Application of knowledge and skills:

- A1.** Construct effective and professional folio and promotional presentation.
- A2.** Compile, document and visually and digitally publish creative work.
- A3.** Apply creative imagination and problem solving skills.
- A4.** Design a proposal for a creative work utilising project development skills.

Course Content:

Topics may include:

- analyses of the individual student's practice for professional presentation, across disciplines
- practical tools that can assist in productive, employable and inter-connected networks that bring fruit to their endeavor
- design thinking applied to real world situations such as designing professional online presence
- practical examples of project development through funding application processes
- project development including financial and taxation obligations as they apply to potential solo and collaborative businesses through creative agency.

Values:

- V1.** Value questioning and seeking advice on topics given by industry specialists
- V2.** Value skills provided by other professions to build creative professionals
- V3.** Value professional and ethical engagement with social media
- V4.** Value does personal engagement in professional practice
- V5.** Value the various arenas of engagement; local, national and international
- V6.** Value the process and development of building a student devised cross disciplinary event.

Learning Task and Assessment:

Learning Outcomes Assessed	Learning Tasks	Assessment Type	Weighting
K2, K4, S2, S3, A1, A3	Personal portfolio including artist's Curriculum Vitae and creative philosophy statement	Portfolio including written components	20-30%

Learning Outcomes Assessed	Learning Tasks	Assessment Type	Weighting
K1, K2, S1, S3, S5, A1, A2	Produce digital, industry-appropriate, portfolio of creative work	Online presentation and print artifact	30-40%
K2, K3, K4 S1, S3, S4 A1, A2, A3, A4	Creative project proposal from one of the following: - Proposal for a group/solo creative work to industry (performance /theatre students) - Proposal for a design brief, grant, residency or mentorship (design students) - Proposal for an exhibition/ installation, grant or funding, residency or mentorship (visual art students)	Project proposal and presentation	40-50%

Adopted Reference Style:

Chicago

Refer to the [library website](#) for more information

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