Course Outline (Higher Education)

School / Faculty: Faculty of Education and Arts
Course Title: CULTURAL LEADERSHIP AND MANAGEMENT 4
Course ID: ACALM2004
Credit Points: 15.00
Prerequisite(s): (ACALM2003)
Co-requisite(s): Nil
Exclusion(s): Nil
ASCED Code: 100103
Grading Scheme: Graded (HD, D, C, etc.)

Program Level:

<table>
<thead>
<tr>
<th>AQF Level of Program</th>
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<tbody>
<tr>
<td>5</td>
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<tr>
<td>Level</td>
</tr>
<tr>
<td>Introductory</td>
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<tr>
<td>Intermediate</td>
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<tr>
<td>Advanced</td>
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Learning Outcomes:

Knowledge:

K1. Describe ethical and regulatory frameworks relating to how creative works are conceived, produced, managed, marketed and evaluated in communities
K2. Develop deeper understanding of principles of management, including OH&S, risk assessment, legal requirements, governance and strategic planning
K3. Construct an overview of the dynamics of the creative process in relation to community engagement
K4. Understand legal and ethical obligations of a range of personnel in cultural production and management
K5. Understand legal and ethical applications of IT, web-based and small screen technologies in the management of cultural projects.

Skills:

S1. Understand board structures, legal frameworks and regulatory requirements in cultural production
S2. Develop skills to enable effective teamwork
S3. Apply basic principles to project management including legal frameworks, contracts and OH&S requirements
S4. Apply appropriate evaluation tools of management systems and procedures.
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Application of knowledge and skills:

A1. Develop processes and models to plan, produce and evaluate creative projects
A2. Undertake peer to peer review of draft-in-progress work
A3. Produce a project proposal presentation based on research including legal frameworks and contracts and OH&S requirements
A4. Undertake critical and reflective review on Work Integrated Learning experience
A5. Plot a project concept through computer based project plan.

Course Content:

Topics may include:

- Work Integrate Learning (WIL) that includes volunteer or participation in existing projects/organisations in in the community
- Evaluation of WIL experience as a volunteer/participant in a community based project
- Group study of an applied aspect of creative production, with special focus on ethical and legal frameworks, contracts and OH&S regulations, and the effect these have on public interface and dynamics
- Apply modes of professional writing, and research into community based organisations
- Apply practical web-based and IT skills that can and do support community arts practice such as EXCEL and Microsoft ACCESS
- Describe underlying principles that align organisational values and strategies.

Values and Graduate Attributes:

Values:

V1. Appreciate and respect diverse approaches and values within contemporary arts practices
V2. Understand regulatory frameworks and their functions
V3. Value the importance of initiative, enthusiasm and commitment
V4. Respect and practise professional and responsible behaviour in the production and management of creative arts practices
V5. Promote the importance of attention to detail in arts practices and management
V6. Develop a willingness to explore and take creative risks
V7. Develop ethical and socially engaged frameworks for applied creative art practice.

Graduate Attributes:

FedUni graduate attributes statement. To have graduates with knowledge, skills and competence that enable them to stand out as critical, creative and enquiring learners who are capable, flexible and work ready, and responsible, ethical and engaged citizens.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Brief Description</th>
<th>Focus</th>
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</thead>
<tbody>
<tr>
<td>Knowledge, skills and competence</td>
<td>Students develop their abilities to apply sound principles of project management and production to creative arts practices and diverse community sites</td>
<td>Medium</td>
</tr>
<tr>
<td>Critical, creative and enquiring learners</td>
<td>Students develop skills in independent research analysis and management within applied models of creative arts practice</td>
<td>Medium</td>
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<th>Focus</th>
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<tr>
<td>Capable, flexible and work ready</td>
<td>Students engage with and develop capabilities in management skills including, leadership models, and modes of production in creative arts practice</td>
<td>High</td>
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<tr>
<td>Responsible, ethical and engaged citizens</td>
<td>Students develop their understanding of ethical and professional codes and practices in diverse fields of creative arts</td>
<td>High</td>
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## Learning Task and Assessment:

<table>
<thead>
<tr>
<th>Learning Outcomes Assessed</th>
<th>Assessment Task</th>
<th>Assessment Type</th>
<th>Weighting</th>
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<tbody>
<tr>
<td>K2, S4, A2</td>
<td>Peer Reviewed case study/presentation investigating models of governance and regulation, including ethical and legal frameworks, contracts and OH&amp;S requirements</td>
<td>Presentation with documentation</td>
<td>40-60%</td>
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<tr>
<td>K4, S2, A3</td>
<td>Minimum 20 hours WIL experience as volunteer or participant in existing program, with host evaluation</td>
<td>Hurdle, S/U</td>
<td></td>
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<tr>
<td>K3, S1, A4</td>
<td>Summative reflection of WIL experience, including analysis of organisation’s ethical and regulatory environments</td>
<td>Essay</td>
<td>40-60%</td>
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<tr>
<td>K1, S2</td>
<td>Participation</td>
<td>Participation</td>
<td>5-10%</td>
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## Adopted Reference Style:

Chicago