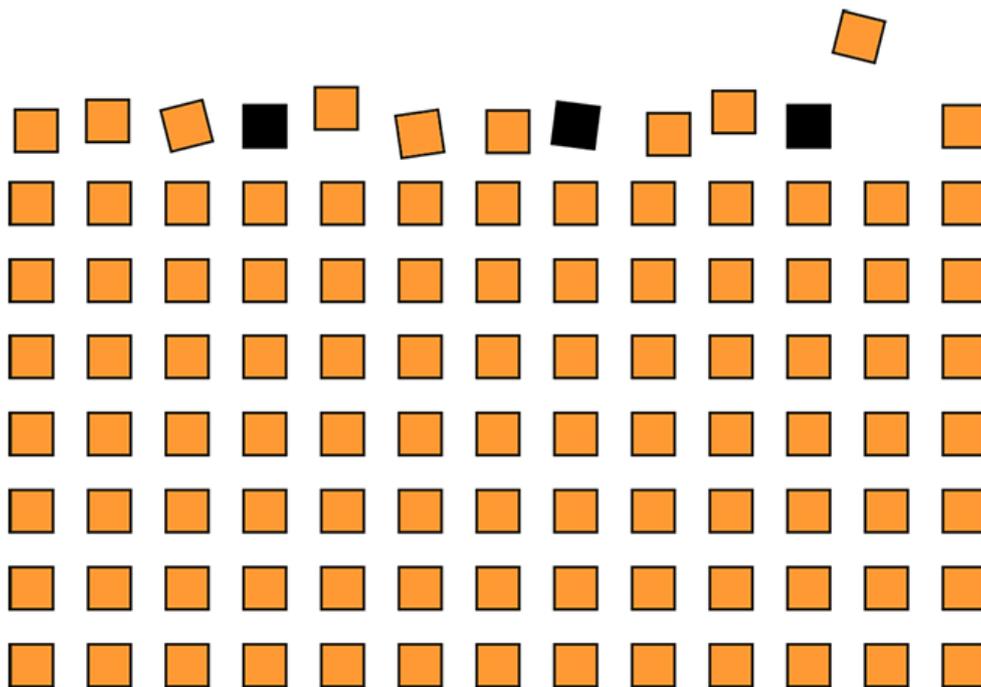




Australia's  
Global  
University



# MDIA1000

Working with Time, Space and Experience

Term Three // 2020

## Course Overview

### Staff Contact Details

#### Convenors

Name	Email	Availability	Location	Phone
Brigid Costello	<a href="mailto:bm.costello@unsw.edu.au">bm.costello@unsw.edu.au</a>	Thursdays 1-2pm or by appointment	WB231F	9385 6805

### School Contact Information

School of the Arts and Media

Room 312, Level 3, Robert Webster Building (G14)

Phone: (02) 9385 4856

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Website: [www.arts.unsw.edu.au/sam](http://www.arts.unsw.edu.au/sam)

The School of the Arts and Media would like to Respectfully Acknowledge the Traditional Custodians, the Bedegal (Kensington campus), Gadigal (City and Art & Design Campuses) and the Ngunnawal people (Australian Defence Force Academy in Canberra) of the lands where each campus of UNSW is located.

## **Course Details**

### **Credit Points 6**

### **Summary of the Course**

Introduces students to foundational principles of contemporary media production. Focuses on three areas of media production; graphic design, animation and interaction design. Through a series of practical exercises and projects this course focuses on the applied theories and techniques involved in creating contemporary media productions. The course will introduce students to current tools and strategies for a range of media contexts.

### **Course Learning Outcomes**

1. apply foundational principles in graphic design, animation and/or interaction design within a creative media production project.
2. creatively solve problems when developing media productions.
3. communicate ideas through media production.
4. engage in independent and reflective learning.

### **Teaching Strategies**

This hands-on practice-based course will introduce you to the skills, processes and design thinking required to create media productions. Each week, the lecture will introduce you to key design principles and strategies. These will be linked with associated practical skills that you will learn in the tutorial-laboratory. Finally, you will explore both your skills and your design thinking to complete a practical creative task in the studio class. This course will also focus on developing your strategies for learning new creative concepts and skills. To have a self-directed approach to learning is essential for any media producer working in an industry where the required tools and techniques are project dependent and can change year by year.

## Assessment

There are three assessment tasks to complete. You must complete and hand in all three tasks in order to pass this course. This means that you will fail if you do not hand in one task even if you have a total grade of over 50 from the other two assignments.

See the course website on Moodle for full assignment task descriptions, marking criteria and submission instructions.

### Assessment Tasks

Assessment task	Weight	Due Date	Student Learning Outcomes Assessed
Weekly Lecture Quiz Activities	30%	Weekly deadlines	4
Graphic Design Task	25%	02/10/2020 04:00 PM	1,3
Interaction Design Task	45%	20/11/2020 04:00 PM	1,2,3

### Assessment Details

#### Assessment 1: Weekly Lecture Quiz Activities

**Start date:**

**Details:**

Single-attempt multiple choice or short answer activities linked to each week's lecture content. Feedback via course LMS.

#### Assessment 2: Graphic Design Task

**Start date:**

**Details:**

Sequence of still images. feedback via LMS

#### Assessment 3: Interaction Design Task

**Start date:**

**Details:**

Short interactive animation with sound.

Feedback via course LMS.

## Attendance Requirements

Students are strongly encouraged to attend all classes and review lecture recordings.

## Course Schedule

[View class timetable](#)

### Timetable

Date	Type	Content
Week 1: 14 September - 18 September	Lecture	<b>Design Elements and Principles</b>
	Tut-Lab	Introduction to Photoshop
	Studio	Communicating with graphic compositions
Week 2: 21 September - 25 September	Lecture	<b>Working with Shapes and Typography</b>
	Tut-Lab	Selecting, adjusting and creating type in Photoshop.
	Studio	Communicating with shapes. Creating density. Designing with type.
Week 3: 28 September - 2 October	Lecture	<b>From 2D to 3D - Key Concepts</b>
	Tut-Lab	Introduction to Unity 3D
	Studio	Building a First Person level.
Week 4: 5 October - 9 October	Lecture	<b>Interaction Design Principles</b>
	Tut-Lab	Introduction to Unity template scripts. Creating textures and type for use in Unity.
	Studio	Creating a meaningful interaction.
Week 5: 12 October - 16 October	Lecture	<b>Making Things Move</b>
	Tut-Lab	Animating in Unity. Creating sequences with timelines.
	Studio	Communicating through movement. Developing a look and feel.
Week 6: 19 October - 23 October	Reading	Reading week. No lecture, tute-labs or studios.
Week 7: 26 October - 30 October	Lecture	<b>Storytelling with Audio</b>
	Tut-Lab	Triggering a timeline. Working with sound.
	Studio	Sound design and further concept development.
Week 8: 2 November - 6 November	Lecture	<b>Experience Design</b>
	Tut-Lab	Advanced Interactive technique toolbox
	Studio	Structuring your interactive environment.
Week 9: 9 November - 13 November	Lecture	<i>No Lecture - Debug consults.</i>
	Tut-Lab	Debug session for playtest
	Studio	Playtest Interactive Project.
Week 10: 16 November - 20 November	Lecture	<i>No lecture - project consults</i>
	Tut-Lab	Debug session for final hand-in
	Studio	Final debug and hand-in

## Resources

### Prescribed Resources

All course resources are available via the course website on Moodle.

### Recommended Resources

A list of recommended resources is also available on the course website.

#### *IT requirements and policies*

Every student enrolled in this course has **24hour seven day a week** swipe card access to the four level one Webster computer labs (WB136, WB137, WB138, WB307). These labs are where your practical classes will be held and where you can work outside of class time to complete your media production assignments. **The labs have all the software installed that you will need to produce your assignments.** However, if you do want to be able to work on your assessments at home, there is a PDF available on the course website for recommended software and hardware for the course.

It is recommended that you **purchase a portable hard drive** for use during your time as a media student at UNSW. Please note that if you are going to purchase any computer software or hardware you can get good educational discounts from most major suppliers. Remember to ask for a discount and take your student ID with you when shopping.

General UNSW IT information and support is available here:

<https://student.unsw.edu.au/elearning>

<https://www.myit.unsw.edu.au/services/students>

Make sure you also read the documents around [acceptable use of UNSW IT resources](#), as there may be fines if you breach the UNSW IT usage policies.

#### *Working in the Robert Webster Multimedia Labs*

Please remember that these labs are working environments and not social spaces. Keep chatter to a minimum and take phone calls outside. If you are playing any media content with audio, then always use headphones. If there is a class on, then do not interrupt it. Although there might be spare computers, you are not allowed to use them while a class is on. Do check the timetables on the doors of the labs before entering. Please also be mindful of the strain that repetitive computer work can place on the health of your body.

You can find up to date information about the faculty lab procedures and issues on the [TRC website](#).

## Course Evaluation and Development

Student evaluative feedback on the course is gathered every year. Student feedback is taken seriously, and continual improvements are made to the course based in part on such feedback. The course website will announce any changes that have been made based on last year's feedback.

## **Submission of Assessment Tasks**

### **Turnitin Submission**

If you encounter a problem when attempting to submit your assignment through Turnitin, please telephone External Support on 9385 3331 or email them on [externalteltsupport@unsw.edu.au](mailto:externalteltsupport@unsw.edu.au) . Support hours are 8:00am – 10:00pm on weekdays and 9:00am – 5:00pm on weekends (365 days a year). If you are unable to submit your assignment due to a fault with Turnitin you may apply for an extension, but you must retain your ticket number from External Support (along with any other relevant documents) to include as evidence to support your extension application. If you email External Support you will automatically receive a ticket number, but if you telephone you will need to specifically ask for one. Turnitin also provides updates on their system status on Twitter.

Generally, assessment tasks must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible, it will be stated on your course's Moodle site with alternative submission details.

For information on how to submit assignments online via Moodle: <https://student.unsw.edu.au/how-submit-assignment-moodle>

## Academic Honesty and Plagiarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

**Copying:** using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This also applies to images, art and design projects, as well as presentations where someone presents another's ideas or words without credit.

**Inappropriate paraphrasing:** Changing a few words and phrases while mostly retaining the original structure and/or progression of ideas of the original, and information without acknowledgement. This also applies in presentations where someone paraphrases another's ideas or words without credit and to piecing together quotes and paraphrases into a new whole, without appropriate referencing.

**Collusion:** working with others but passing off the work as a person's individual work. Collusion also includes providing your work to another student before the due date, or for the purpose of them plagiarising at any time, paying another person to perform an academic task, stealing or acquiring another person's academic work and copying it, offering to complete another person's work or seeking payment for completing academic work.

**Inappropriate citation:** Citing sources which have not been read, without acknowledging the "secondary" source from which knowledge of them has been obtained.

**Duplication ("self-plagiarism"):** submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another university.

Correct referencing practices:

- Paraphrasing, summarising, essay writing and time management
- Appropriate use of and attribution for a range of materials including text, images, formulae and concepts.

Individual assistance is available on request from The Learning Centre (<http://www.lc.unsw.edu.au/>). Students are also reminded that careful time management is an important part of study and one of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items.

UNSW Library also has the ELISE tool available to assist you with your study at UNSW. ELISE is designed to introduce new students to studying at UNSW but it can also be a great refresher during your study.

Completing the ELISE tutorial and quiz will enable you to:

- analyse topics, plan responses and organise research for academic writing and other assessment tasks
- effectively and efficiently find appropriate information sources and evaluate relevance to your needs
- use and manage information effectively to accomplish a specific purpose
- better manage your time

- understand your rights and responsibilities as a student at UNSW
- be aware of plagiarism, copyright, UNSW Student Code of Conduct and Acceptable Use of UNSW ICT Resources Policy
- be aware of the standards of behaviour expected of everyone in the UNSW community
- locate services and information about UNSW and UNSW Library

Some of these areas will be familiar to you, others will be new. Gaining a solid understanding of all the related aspects of ELISE will help you make the most of your studies at UNSW.

<http://subjectguides.library.unsw.edu.au/elise/aboutelise>

## Academic Information

For essential student information relating to:

- requests for extension;
- late submissions guidelines;
- review of marks;
- UNSW Health and Safety policies;
- examination procedures;
- special consideration in the event of illness or misadventure;
- student equity and disability;
- and other essential academic information, see

<https://www.arts.unsw.edu.au/current-students/academic-information/protocols-guidelines/>

## Image Credit

Image based on a design by 2019 MDIA1000 student Ada Tuna

## CRICOS

CRICOS Provider Code: 00098G

## Acknowledgement of Country

We acknowledge the Bedegal people who are the traditional custodians of the lands on which UNSW Kensington campus is located.