

Faculty of Lifestyle Education, Visual Arts and Graphic Design

Graphic Design

GD100.1 Design Principles and Practice 3
The process of visual communication through hands-on, conceptual based design tasks, which encourage personal and innovative graphic solutions, is explored.

The traditional elements and principles of design will be encountered and investigated in consequence to experimentation with design solutions and development of technical facility. An investigation of lateral thinking processes and techniques will also be conducted to assist with creative problem solving strategies.

GD101.2 Computer Generated Design 3
Students will explore, develop and resolve technical and aesthetic graphic design concepts working with computer publishing programs. Computer Generated Design will be applied to computer video editing.

GD200.1 Advanced Photography 3
Alternative Process colour and black and white techniques will be used in exploring photography both as an expressive form and as a traditional means of social commentary. Digital photography and creative image manipulation will be explored through computer 'darkroom' techniques and programs.

GD202.2 Typography & Illustration 3
Module 1 Typography (1.5)

The exploration of typography through analysis and experimentation will lead to a broad understanding of the role of type in communication and design. By tracing the evolving printing process through to contemporary type and the impact of the computer, students will investigate the influences of current type standards. A study of fonts, legibility, technique and industry standard applications will provide insight and develop skill.

Module 2 Illustration (1.5)

The integration of type and image through illustrative process is essential in the creation of good visual communication. Investigation of traditional illustrative techniques through to digital technology develops a sound base for design decisions.

GD303.2 Multimedia Design 3
The graphic designer's role in new media, multimedia and web design will be explored. Observing rapid technological developments and trends in screen based visual communication, students will investigate aesthetic and practical

components related to on-screen design. Case studies, analysis and studio skills will provide an understanding of graphic design and its application in this area.

Home Economics/Design and Technology

HO125.1 Sociocultural Studies 3
This subject provides a knowledge base for examining value traditions and social structures that have helped to form contemporary culture and ways in which individuals become members of society.

HO140.2 Food, Nutrition & Health 3
An investigative approach to the fundamentals of food composition, production, selection and preparation, and a study of the functions of food and nutrients for health promotion in humans.

HO240.2 Nutrition Development & Performance 3
A study of the role of nutrients and psychosocial factors in human nutrition during the lifespan with a focus on exercise and cognitive performance.

Prerequisites: HO140, CH123 and BI212 desirable

HO246.2 Family & Community Studies 3
A study utilising an ecological framework to examine how the wellbeing of individuals, families and communities, is affected by broader societal influences at each stage of the lifecycle, with a focus on resource management.

HO321.1 Contemporary Family Issues 3
The study and application of crisis intervention strategies enabling the student to identify and utilise supportive networks for meeting the more challenging family life situations within contemporary society.

HO346.2 Social Nutrition & Health Promotion 3
A study of the social context of food behaviour and lifestyles relevant to health promotion. Emphasis is given to socio-economic and cultural factors affecting the availability, selection, preparation, presentation and acceptability of foods; and rationales and strategies for designing, implementing and evaluating health promotion initiatives in a variety of community settings.

Prerequisite: HO240

DT104.2 Introduction to Textiles 3
An application of the design process in the designing and construction of garments using textiles and involving pattern making.

DT200.2 Food Production Systems 3
A study of food production and service systems embracing design of facilities, menu planning, and selection, preparation and distribution of food. Emphasis is given to safety, nutritional, aesthetic, cultural, technological, economic and

legislative factors that influence food production.

Prerequisite: HO140

DT203.2 Creative Textiles 3
A variety of fibre conventions and techniques such as screen printing, batik, shibori, silk painting, transfer printing, applique, texturing, incorporating photographic images and machine embroidery will be explored. The work of fibre artists will be researched and critically analysed in conjunction with personally selected subject matter.

(NOTE: This subject is not available to students studying DE211)

DE211.2 Creative Compositional Design 3
Module 1: Photography 1 (1.5)
The investigation of the photographic process as an expressive form of contemporary art practice. Special emphasis will be given to skills and knowledge of camera manipulation and dark room processes available for black and white photography.

Module 2: Surface Design for Fabric (1.5)

Techniques such as screen printing, batik, shibori, silk painting, transfer printing, applique, texturing, incorporating photographic images, and machine embroidery will be explored in conjunction with personally selected subject matter using a variety of fibres.

DT251.1 Textiles and Fashion 3
(*Odd years only*)

A study of the history of costume in 20th Century, socio-cultural aspects of clothing, and dress as a means of individual and group communication. Personal values, aesthetics, economic and technical factors involved in selection and construction of textile articles as a form of self expression will be examined. Methods of designing fashion garments using advanced drafting techniques including draping, use of more complex construction techniques and specialty fabrics applied to a design project.

Prerequisite: DT104 Introduction to Textiles

DT301.1 Food Science 3
A study of the physical, chemical and sensory properties of food commodities and their constituents, research methods and experimental design, with an emphasis on plant food commodities.

Prerequisites: CH123, DT200

DT320.1 The Built Environment 3
(*Even years only*)
A study of the provision of buildings to include homes, their arrangement in relation to one another, to public facilities, transport systems, workplace and city structures; with a focus on aspects of housing choices as they affect the quality of individual and family life.

DT350.1 Textile Technology 3

(*Even years only*)

A study of the technology of textile fibres, dyes and finishes; textiles standards, testing and quality assurance, product development, marketing and consumption patterns.

Prerequisites: CH123, DE101, DT250

DT360.1 Design Project (Food Product Design) 3
(*Odd years only*)

A self-directed food product design and development project in which students will expand and consolidate ideas, techniques and concepts studied in the area of food technology.

Prerequisite: DT301.1 Food Science (may be co-requisite)

FI301.2 Food Industry Experience

A food industry placement with a written and oral presentation based on the experience. A reflective learning journal is to be submitted. The student is expected to develop a range of workplace laboratory skills and/or computational skills, problem-solving skills, a knowledge of occupational health and safety regulations intrinsic to the specific work assignment, workplace ethics, and personal skills that relate to promoting cooperative teamwork.

Prerequisite: Completion of four semesters of the BSc Food and Nutrition major. This does not preclude work experience being undertaken in the first, second or third semester of study, but academic credit will only be given for satisfactory work experience undertaken after the completion of three semesters of science study.

Personal Development, Health and Physical Education

HP100.2 Introduction to Biomechanics 3
In this subject biomechanical principles are explored in human movement and in a variety of sporting contexts. Emphasis is placed on understanding the science of locomotion and mechanics and how knowledge of this can be used to refine sporting technique.

HP101.1 Fitness Applications 3
A variety of training modes used to develop fitness components are explored in the subject. Students undergo a personal training program as well as learning how to assess the various fitness parameters. Activities include walking, running, swimming, weight training and circuit training.

HP120.1 Fundamental Perspectives and Outdoor Skills 3
Students will study the principles of minimum environmental impact, occupational health and safety in the outdoors and will focus on *one* of the following: abseiling, flatwater canoeing or kayaking

Prerequisites: First Aid Certificate, Royal Life Saving Society Australia—Bronze medallion

HP121.2 Theoretical Foundations and Outdoor Safety 3
Students will study the principles of participation in outdoor adventure activities, dealing with emergencies in outdoor environments and will focus particularly on bushwalking.

Prerequisites: First Aid Certificate, Royal Life Saving Society Australia—Bronze medallion

HP220.1 Adventure Based Programming 3
Students will study the principles of risk analysis in outdoor activities, weather interpretation, and will focus on *one* of the following: abseiling, whitewater canoeing or kayaking

Prerequisites: HP120, HP121

HP230.1 Game Play 3
This subject is designed to develop knowledge and understanding of game play with particular emphasis on the strategic and tactical aspects of games. Students will study the use of games as educational experience from the perspective of the Sport Education instructional model.

Prerequisites: Two of HP100, HP101, SC170, HO140

HP231.1 Aquatics 3
This subject is designed to develop both practical competence and teaching expertise in aquatics. Additionally, first aid certification will make up a portion of this class.

Prerequisites Two of HP100, HP101, SC170, HO140

HP232.2 Gymnastics & Dance 3
This subject is designed to develop both practical competence and teaching expertise in gymnastics and dance activities. Students will participate in the analysis and practice of artistic, educational, and recreational gymnastics. Dance activities will include cultural and aerobic dance, dramatic and creative movement, and rhythmic sportive gymnastics.

Prerequisites: Two of HP100, HP101, SC170, HO140

HP233.1 Track and Field 3
This subject is designed to develop both practical competence and teaching expertise in track and field.

Prerequisites: Two of HP100, HP101, SC170, HO140

HP275.1 Care & Prevention of Sports Injuries 3
This subject explores the theory and practice of sports injury management. It builds on a foundation of applied anatomy and the understanding of individual tissue responses to injury. Students will be taught prevention as well as treatment of common injuries and emphasis is given to the 'on field' management of injuries typically seen in Australian sport.

Prerequisite: SC170

HP320.1 Outdoor Leadership and Facilitation 3
Students will study the principles of group facilitation in the outdoors, sport and recreation law as it relates to outdoor activities and adventure-based learning with a particular focus on bushwalking.

Prerequisites: HP120, HP121, HP220

HP325.2 Selected Issues in Sport Sociology 3
This subject examines a number of contemporary issues in sport sociology. Students will be encouraged to view problematically, issues such as sports and socialisation; sport and the media; and politics in sport.

Visual Arts

VA100.1 Theory and Practice of Art 1 3
Module 1: Painting and Drawing 1 (2)

The structural frame is defined by exploring, developing and resolving problems through technical practice utilising a multiplicity of painting and drawing mediums.

Module 2: The History of Modern Art (1)

An introductory study of Modern Art, presented so as to inform the practical work of this subject and give a broader background knowledge of historical events that shaped the art of the times and subsequently have determined our present day aesthetic environment.

VA114.1 3D Studies 3
Module 1: Ceramics 1 (1.5)

Creative design processes will be applied to ceramics using hand built and wheel throwing techniques.

Module 2: Sculpture A (Assemblage) (1.5)

Students investigate and employ orientations and techniques associated with contemporary three-dimensional art practices. Special emphasis will be given to the convention of mixed media assemblage in conjunction with personally selected subject matter.

VA115.2 Media & Processes 3
Module 1: Photography 1 (1.5)

The investigation of the photographic process as an expressive form of contemporary art practice. Special emphasis will be given to skills and knowledge of camera manipulation and dark room processes available for black and white photography.

Module 2: Sculpture B (Carving & Casting) (1.5)

The investigation of conventions and techniques associated with aerated concrete carving and lost wax investment casting. Themes and subject matter will be determined by the student in consultation with the lecturer.

VA117.2 Life Drawing 3
Module 1. Life Drawing Practice (2)

Formal qualities are explored, developed and resolved through a multiplicity of drawing mediums, approaches and techniques with a particular focus given to the human figure as

subject matter. Subjective expression is encouraged as a logical progression from perceptions and observations before the motif. Developments in paint are also facilitated.

Module 2. Modern and Contemporary Art (1)

The major movements and developments in 20th Century art will be studied, contextualising the work amongst the themes and issues of their times and relating its significance to contemporary practice.

VA216.2 Advanced Ceramics 3

Perceptual, conceptual and evaluative skills and understandings of the field of ceramics will be developed along with the technical knowledge and ability to enable both an innovative and safe exploration of the medium.

VA217.1 Studio A 3

This studio unit is designed to extend the student's aesthetic awareness and technical skills through a chosen medium.

Particular emphasis will be given to conceptual and technical quality and methods of presentation.

VA218.2 Studio B 3

A self-directed studio unit designed to extend the conceptualisation of ideas and the development of knowledge and skills within a selected expressive form. Emphasis will be given to definitive research and a sophisticated engagement with the art practices and orientations used by professionals in the making of works of art. This will take place within the context of meeting with and working alongside professional artists engaged in the contemporary field of visual arts.

VA220.1 Advanced Photography 3

This subject is only available for students taking Visual Arts as a major (without Graphic Design as a minor). This subject will be taken in place of VA217.1 Studio A, unless alternatives have been arranged with the Visual Arts Coordinator.

Prerequisite: Photography I—VA115.2 Media & Processes

VA304.1 Aesthetics, Ethics & Issues 3

This subject is designed to assist students to critically examine the idea of the changing aesthetic within cultural, subjective, structural and post-modern frames. It will reveal through an examination of contemporary thought and art practice, the traditions, ideas and philosophies which establish the imagination. It also aims to give the student an informed and sound basis on which to consider values and ethical issues pertaining to the production of creative work.

VA305.2 Studio C 3

A self-directed studio unit designed to extend the conceptualisation of ideas and the development of knowledge and skills in a selected expressive form. Emphasis will be given to definitive research and a sophisticated engagement with art practices and orientations used by professionals in the making of artworks. This will take place within the context of meeting with and working alongside professional

artists engaged in the contemporary field of visual arts.

VA310.1 Research & Practice 6

Module 1—Studio I (4)

This is a self-directed studio and research unit designed to extend the student's aesthetic awareness and technical skills through a chosen medium. Particular emphasis will be given to definitive research, conceptual and technical quality and methods of presentation.

Module 2—Research I (2)

Investigation and research into theory and practice in various art disciplines will contribute to the preparation of a comprehensive research paper.

VA311.2 Research & Practice II 6

Module 1—Studio II (4)

This is a self-directed studio and research unit designed to extend the student's aesthetic awareness and technical skills through a chosen medium. Particular emphasis will be given to definitive research, conceptual and technical quality and methods of presentation. Graduating students will coordinate and organise their gallery exhibitions of final works.

Module 2—Research II (2)

Continued investigation and research into the theory and practice of the student's chosen research topic. Students will present a summary of research to their peers.

Elective Modules in Visual Arts

The following modules may be taken only as electives or BEd (Primary) cognates. They cannot be used as a basis for progression to 200-level studies in Visual Arts. They must be taken in concurrent pairs totalling 3 credit points, except where a student registered for at least 15 credit points in a semester wishes to take a single module as an overload, in which case overload regulations must be observed. Availability of these modules may be subject to class size limits.

Students intending to progress to 200-level studies in Visual Arts must follow the regular 3 credit point sequence of Visual Arts subjects listed above.

VA150.1 Painting & Drawing Practice 1.5

May be taken only under the conditions specified above. The structural frame is defined by exploring, developing and resolving problems through technical practice utilising a multiplicity of painting and drawing mediums.

VA151.2 Ceramics 1.5

May be taken only under the conditions specified above. Creative design processes will be applied to ceramics using hand built and wheel throwing techniques.

VA152.2 Sculpture A (Assemblage) 1.5

May be taken only under the conditions specified above. Students investigate and employ orientations and techniques associated with contemporary three-dimensional art practices. Special emphasis will be given to the convention of mixed media assemblage in conjunction with personally selected subject matter.

VA153. 2 Sculpture B (Carving & Casting) 1.5

May be taken only under the conditions specified above. Formal qualities are explored, developed and resolved through a multiplicity of drawing mediums, approaches and techniques with a particular focus given to the human figure as subject matter. Subjective expression is encouraged as a logical progression from perceptions and observations before the motif. Developments in paint are also facilitated.

VA154.2 Photography 1.5

May be taken only under the conditions specified above. The investigation of the photographic process as an expressive form of contemporary art practice. Special emphasis will be given to skills and knowledge of camera manipulation and dark room processes available for black and white photography.

VA155.2 Drawing 1.5

May be taken only under the conditions specified above. Formal qualities are explored, developed and resolved through a multiplicity of drawing mediums, approaches and techniques with a particular focus given to the human figure as subject matter. Subjective expression is encouraged as a logical progression from perceptions and observations before the motif. Developments in paint are also facilitated.