

# COMM 3049 SCREEN MEDIA: CAPSTONE DEVELOPMENT

**Credit Points** 10

**Legacy Code** 102833

**Coordinator** Wendy Chandler ([https://directory.westernsydney.edu.au/search/name/Wendy Chandler/](https://directory.westernsydney.edu.au/search/name/Wendy%20Chandler/))

**Description** In this unit students develop a major screen media project which will be produced in the unit Screen Media Capstone Production. The nature of the project may vary depending on students' interests and career aspirations. Projects may range from documentary, drama, episodic, animation, immersive, transmedia, interactive and other hybrid forms. Depending on the nature the project, projects maybe developed individually or in interdisciplinary groups. Projects may be original creative ideas or undertaken in collaboration with an industry and/or community partner.

**School** Humanities & Comm Arts

**Discipline** Audio Visual Studies

**Student Contribution Band** HECS Band 4 10cp

Check your HECS Band contribution amount via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 3 subject

**Pre-requisite(s)** COMM 3047 AND COMM 3048

**Equivalent Subjects** COMM 3021 - Media Arts Workshop COMM 3037 - Transmedia Production

## Learning Outcomes

On successful completion of this subject, students should be able to:

1. Conduct research and analyse material to inform the creation of a screen media project.
2. Create a comprehensive project proposal document for a screen media project.
3. Produce industry standard planning documents relevant to screen media pre-production theory practices.
4. Explain contemporary business models and distribution platforms in the screen media industry.
5. Consolidate skills and knowledge in their preferred area of interest.
6. Reflect on collaborative work practices and methodologies and the work of self and others.

## Subject Content

The development, writing and presentation of a major screen media project.

Industry standard planning and preproduction workflows.

Business skills and changes to distribution platforms in the screen media industry.

The refinement of skills and knowledge in a particular crew role or roles of interest.

Collaborative work practices and methodologies.

Critical reflection on the pre-production work of self and others.

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Item	Length	Percent	Threshold	Individual/ Group Task
a) Proposal	1000 words or Equivalent	10	N	Individual
b) Presentation	5 minute presentation	10	N	Group
a) Proposal	2000 words or equivalent	30	N	Individual
b) Presentation	10 minute presentation	20	N	Group
Proposal	1000 words	15	N	Individual
Practical	1000 words or equivalent	15	N	Individual

Teaching Periods