## COMM 3050 SCREEN MEDIA: CAPSTONE PRODUCTION

**Credit Points 10** 

Legacy Code 102834

Coordinator Wendy Chandler (https://directory.westernsydney.edu.au/search/name/Wendy Chandler/)

Description In this unit students produce projects that were planned and developed in the previous unit, Screen Media: Capstone Development. This unit provides the opportunity for students to consolidate theoretical knowledge and practise-based skills acquired throughout their course to produce a substantial screen media project. Students may choose to take on a leadership role such as producer or director, or students may choose develop their skills targeted to their own area of interest. This may involve a specific production area or crew role which may be undertaken on more than one project. Students will also produce an online portfolio featuring key achievements made throughout the course, for the purpose of enhancing graduate employment prospects.

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/) page.

Level Undergraduate Level 3 subject

**Equivalent Subjects** COMM 3021 - Media Arts Workshop COMM 3038 - Video Project COMM 3033 - TV Production COMM 3035 - TV Production 2

## **Learning Outcomes**

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

- Produce a screen media project that incorporates relevant theory and industry standard production workflows and practices.
- Consolidate skills and knowledge in a particular production role or roles of interest.
- 3. Work both independently and collaboratively to effectively produce an interdisciplinary screen media project.
- 4. Apply reflective practice strategies to guide and problem solve in relation to screen media production.
- 5. Produce a portfolio website

## **Subject Content**

Industry standard screen media production and post-production workflows.

The production and delivery of a screen media project to industry standards.

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

Critical reflection strategies in relation to screen media production. Online portfolio production.

## **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
Proposal	2000 words or Equivalent/	20	N	Individual
Applied Project	Up to 10 mins or equivalent	40	N	Group
Reflection	1500 words	20	N	Individual
Practical	1500 words or equivalent	20	N	Individual

**Teaching Periods**