

# COMM 7004 IN THE REALMS OF THE SENSORY: ECOLOGIES OF WORD, SOUND AND IMAGE

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Teaching Periods

**Credit Points** 10

**Legacy Code** 102342

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

**Description** This subject develops an awareness of the cultural, aesthetic and sensory contexts in which the communication, design and creative arts are practiced. It examines approaches to creative practice and the role that creativity and experimentation, as well as collaboration and social creativity, play in the research process. Particular attention is paid to visual, aural, and alphabetic technologies, and the form of augmented virtual realities and artefacts they create. Mimicry, novelty and improvisation, critique and speculation, 'handlability' or tacit knowledge are some of the practices and concepts studied. While the subject is designed for students engaged in creative research, it has relevance for those analysing creative works as part of their research.

**School** Humanities & Comm Arts

**Discipline** Communication and Media Studies, Not Elsewhere Classified.

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

**Level** Postgraduate Coursework Level 7 subject

## Restrictions

Students must be enrolled in a postgraduate program.

## Learning Outcomes

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

1. Identify theories of creative practice relevant to creative work
2. Apply, integrate and extend theoretical perspectives on creative work
3. Use creative practice as a method for the production of novel theoretical perspectives
4. Evaluate the cultural, technological and sensory aspects of creative work
5. Originate novel integrations of theory, research and practice.

## Subject Content

- approaches to Creative practice and research
- theories of culture and communication
- Interfaces and affect
- Novelty, mimicry, and improvisation as forms of experimentation and research
- Sensory, virtual and augmented Realities
- Ontological design
- reflective practice
- Immanent listening
- Ontologies of music, voice and sound
- research led practice