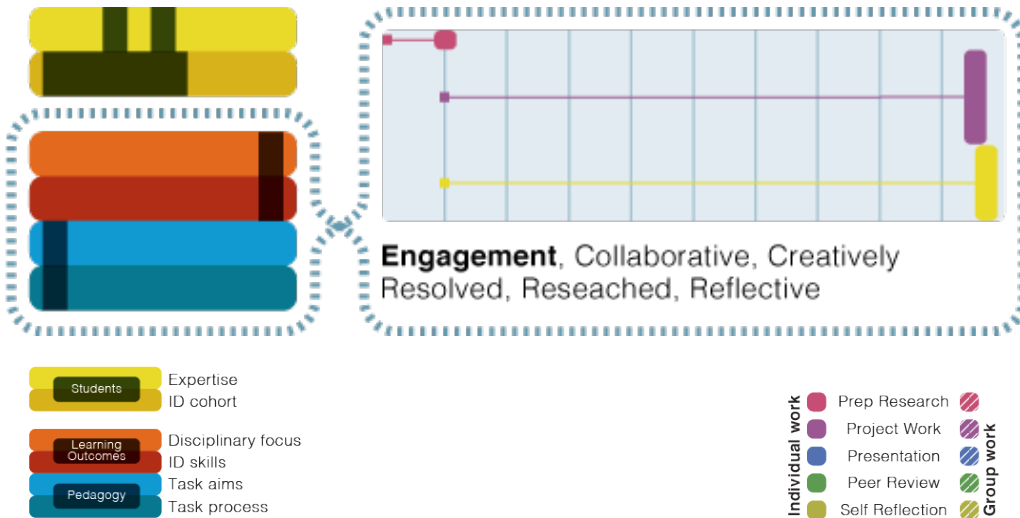


MM23

QLD University of Technology
Creative Industries



multiplemeasures.org.au



SUMMARY FOR BENCHMARKING

How well is interdisciplinary learning supported by the assessment design?

This 'Shell' unit/subject/course allows great flexibility in professional-practice orientated projects. The interdisciplinary aspect derives from the inclusion of students from all creative industries, and the interaction with staff and with potential clients with a wide range of interests and perspectives. Students must navigate these challenges in the production of task outcomes.

How well does the assessment design fit the ID cohort?

Does it fit the level of student expertise?

Key professional practice focus, suitable and relevant for more senior undergraduate students.

Does it respond to the range and style of cohort learning expectations?

Diverse cohort and wide variety of independent and staff directed activities. Very flexible framework allows a broad range of learning cultures to be accommodated, and the focus on professional application provides a shared agenda and focus.

How well does the assessment design align to intended ID learning outcomes?

Do the tasks and criteria sufficiently support development of students' disciplinary practices ?

There is potential for individually tailored project to deepen disciplinary skills in a professional practice context.

Do the tasks and criteria sufficiently support development of students' interdisciplinary skills ?

There is potential for group work to be included within a tailored project developed by an individual / group; emphasis on developing broad interdisciplinary skills where relevant to project.

Do the student and staff roles influencing the direction / aims of the tasks support the ID learning outcomes?

Project aims and outcomes are strongly student led and linked with personal ambitions and intentions: tailored project developed within broad framework provided by the unit/subject/course.

Do the student and staff roles influencing the process / development of the tasks support ID learning outcomes?

Process for project / task development is strongly student led: supervisor guides individual / group work, however the majority of work undertaken is self-directed and developed according to the students' interests and intentions.

UNIT/SUBJECT/COURSE OUTLINE + OUTCOMES

The aim of this unit is to enable you to undertake a supervised project in a team-oriented environment that involves both practical application and critical reflection. The experience and skills gained from this project are designed to contribute towards your increased self-knowledge and confidence as a practitioner in the Creative Industries.

Although there may be introductory tutorials and end-of-project seminars, teaching and learning for this unit will largely be independent of scheduled class sessions. Individuals and team members are responsible for the timely completion of their project. Scheduled consultations with the staff supervisor will provide the opportunity for dialogue and advice to participants in the project.

*NB Assessment is individual within group projects

Learning Outcomes:

- Apply discipline specific skills to achieve project outcomes
- Search and critically evaluate information from a variety of sources using effective strategies and appropriate technologies
- Work collaboratively to generate new ideas and to develop project plans and outcomes
- Define and prioritise tasks and manage time and resources to achieve outcomes
- Identify and implement solutions to problems arising from practice, in diverse contexts, being sensitive to the users' needs, available resources, and timeframes
- Communicate ideas and outcomes to various audiences (eg. users, markets and peers) using appropriate modes of communication
- Analyse and evaluate the project experience

UNIT/SUBJECT/COURSE ACTIVITIES & ASSESSMENT TASKS

Project Proposal (10%) (Summative & Formative) The project proposal must be completed on the template provided. Due before the project begins. It will include

- Project aims and objectives
- Your roles and responsibilities within the project team
- Outline of the project including time-line and major milestones as agreed with Project Supervisor and other team members
- Your expectations of and aspirations for the project - linking the acquisition of graduate capabilities to general work environment
- Where relevant: Risk assessment, Health and Safety and Intellectual property considerations

Prof Creative Practice Applied (50%) (Summative & Formative) This assessment will be based on how the student responds to the community/project brief, utilises their creative discipline-based skills and engages with the project in a professional manner. The final criteria for this assessment will be determined by the industry supervisor and/or peer assessment.

Critical Reflective Practice Evaluation (40%) (Summative & Formative) Critical reflective practice that is equivalent to a 2500 - 3000 word document. Depending on the project this will take the form of either:

- Critical Reflective Journal, 2500-3000 words over 6 entries written throughout semester;
- 10-15 minute Oral presentation and 1000 word overview including slides of presentation; or
- 2500 - 3000 word essay with topic relevant to project.

ASSESSMENT CRITERIA / MARKING

- Proposal clearly lists project aims, objectives, team roles are clearly identified and workable for project outcomes
- Creative outcome - Creative response produced in excellence
- Engagement with key themes & issues including professional ethics
- Peer / mentor evaluation of professional attitude and ability to work well in a team
- Reflection and analysis – ability to critically reflect, identify and analyse newly acquired knowledge and skills
- Research and supporting resources – Capacity to integrate research, evidence and supporting materials relevant to disciplines
- Written expression and journal structure – ability to write a reflective journal for an academic audience
- Oral presentation – ability to write and deliver a 10-15 presentation for an academic audience

Unit outline

KKB345 Creative Industries Project 1

Credit Points:	12
Prerequisite(s):	Completion of 72 credit points of Creative Industries units (K% or D% units)
Corequisite(s):	Nil
Antirequisite(s):	Nil
Equivalent(s):	Nil
Other Requisite(s):	Nil
Assumed	This is a professional creative practice unit. Enrolment by application only. For more
Knowledge:	information: http://tinyurl.com/WorkIntegratedLearning-CI
Date:	Semester 2 2015

Disclaimer - Offer of some units is subject to viability, and information in these Unit Outlines is subject to change prior to commencement of the teaching period.

Rationale

The Faculty of Creative Industries intends that its graduates practice as professionals in their respective discipline or disciplines. Increasingly, a major part of such practice is the instigation, management, monitoring, and reporting on Creative Industries projects. This unit offers experience at participating in an advertised project that may be offered by one or more disciplines in the Faculty. Normally projects are advertised in the preceding semester on [InPlace](#). For some students this unit will be taken as the first of two 'project' units related to the same project, in such cases this unit may be a prerequisite or corequisite to the second unit, KKB346 Creative Industries Project 2.

IMPORTANT: Places in projects are limited and each study project has its own selection criteria. To apply for one of the CI Projects please submit an application addressing the selection criteria as stated in each project description by the designated application closing date. Applications should be submitted via [InPlace](#). The Project Leader will assess applications and select students who are most eligible. After acceptance, students will be required to then enrol in the CI Project unit.

Aim

The aim of this unit is to enable you to undertake a supervised project in a team-oriented environment that involves both practical application and critical reflection. The experience and skills gained from this project are designed to contribute towards your increased self-knowledge and confidence as a practitioner in the Creative Industries.

Learning Outcomes

On completion of this unit you should be able to:

1. Apply discipline specific skills to achieve project outcomes
2. Search and critically evaluate information from a variety of sources using effective strategies and appropriate technologies
3. Work collaboratively to generate new ideas and to develop project plans and outcomes
4. Define and prioritise tasks and manage time and resources to achieve outcomes

5. Identify and implement solutions to problems arising from practice, in diverse contexts, being sensitive to the users' needs, available resources, and timeframes
6. Communicate ideas and outcomes to various audiences (eg. users, markets and peers) using appropriate modes of communication
7. Analyse and evaluate the project experience

Content

Content will be specified according to the nature of the project and detailed when the proforma for the unit is completed by the staff supervisor(s) in the relevant discipline(s).

Approaches to teaching and learning

Although there may be introductory tutorials and end-of-project seminars, teaching and learning for this unit will largely be independent of scheduled class sessions. For each advertised project, a staff supervisor from the relevant discipline will be appointed to oversee the project. Individuals and team members are responsible for the timely completion of their project. Scheduled consultations with the staff supervisor will provide the opportunity for dialogue and advice to participants in the project.

Assessment

Feedback

FORMATIVE ASSESSMENT

You will receive formative feedback on your progress in this unit through discussions with relevant Project Leaders throughout the semester.

SUMMATIVE ASSESSMENT

As with approaches to teaching and learning, assessment will depend on the intentions and structure of the project as formulated and advertised by the relevant staff supervisor. Summative assessment comprises the following three items.

You will be awarded a final grade on a 1 to 7 scale.

Assessment Item No. 1

Assessment name: Project Proposal

Description: (Summative & Formative) The project proposal must be completed on the template provided. It will include:

- Project aims and objectives
- Your roles and responsibilities within the project team
- Outline of the project including time-line and major milestones as agreed with Project Supervisor and other team members
- Your expectations of and aspirations for the project - linking the acquisition of graduate capabilities to general work environment
- Where relevant: Risk assessment, Health and Safety and Intellectual property considerations

Due before the project begins.

Relates to learning outcomes: 2, 3 & 4

Weight: 10%

Internal or external: Internal

Group or Individual: Individual

Due date: Early Semester

Assessment Item No. 2

Assessment name: Prof Creat Practice (Applied)

Description: This assessment will be based on how the student responds to the community/project brief, utilises their creative discipline-based skills and engages with the project in a professional manner. The final criteria for this assessment will be based on academic supervisor and peer assessment.

(Summative & Formative)

As per the published project details supplied by you Project Supervisor.

Relates to learning outcomes: 1 - 6

Weight: 50%

Internal or external: Internal

Group or Individual: Individual

Due date: Late Semester

Assessment Item No. 3

Assessment name: Crit Refl Prac Eval (Applied)

Description: (Summative & Formative)

Critical reflective practice that is equivalent to a 2500-3000 word document. Depending on the project this will take the form of either:

- Critical Reflective Journal, 2500-3000 words over 6 entries written throughout semester;
- 10-15 minute Oral presentation and 1000 word overview including slides of presentation; or
- 2500-3000 word essay with topic relevant to project.

Deadline and form of assessments to be set in advance by project supervisor.

Relates to learning outcomes: 2, 5, 6 & 7

Weight: 40%

Internal or external: Internal

Group or Individual: Individual

Due date: Late Semester