

BA

Bachelor of Arts Screen:
Production

Course Guide 2027

AFTRS

Lead the Next Generation
of Content Creators

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Overview of this Course Guide

Navigation

This Course Guide is structured in four sections and covers the key aspects of your AFTRS course enrolment. It explains how the course works, what is expected of you, and where to find support from your first class through to graduation, and your transition and employability into industry.

The guide is organised into four sections:

Section 1: Key Course Information	- Section 1 provides key information on the structure and expectations of the course, such as study loads and learning responsibilities. - Here, you will find useful information on graduate capabilities, course structure, and course progression for domestic and international students.
Section 2: Structure and Content	- Section 2 focuses on the structure and content of the undergraduate degree program. - Here, you will be able to gain a clear understanding of the degree, and how and why we teach the way we do.
Section 3: Assessment	- Section 3 covers the AFTRS approach to learning and assessment. - Here, you will find a detailed explanation of AFTRS' assessment strategy.
Section 4: Subject Overviews	Section 4 provides overviews of all core and elective subjects

Other Key Documents

This Course Guide works alongside a few other important documents, so make sure you take some time to read them.

AFTRS student policies and forms	On our website, you will find a list of important documents that may impact you while you study. We recommend familiarising yourself with the types of documents available in case you need them.
Fees Schedule	You should also check the Fees Schedule, where you will find details about tuition fees, study periods, census dates, credit points, and *EFTSL values.
Student Handbook	You should familiarise yourself with the Student Handbook, which explains the rules for your course and covers things like the Code of Conduct, progress requirements, managing your study, academic support, referencing, complaints, and key academic policies. It is your responsibility to know this information.
Subject Outlines (you'll find these in Moodle)	In each subject, you will receive a Subject Outline that clearly sets out what you will study, including session topics, assessment tasks, marking criteria, deadlines, and further reading, so you know exactly what to expect.

Introduction

Statement of Commitment: AFTRS First Nations Strategy

1. We recognise First Nations people's sovereignty and self-determination as dynamic, diverse and place-based.
2. We recognise the ethics, values, and knowledges of First Nations communities.
3. We honour and uphold the commitment to First Nations education and media training.
4. We respect, value, and apply First Nations knowledges, knowledge systems, technologies, and the development of culturally responsive pedagogies and practices.
5. We are committed to efforts and initiatives that build intercultural relationships, ethical relationality, and the collective approach to prioritise First Nations community governance.
6. We are committed to ongoing mutual learning and growth and understanding that this living process will have no 'finish' or 'end' date.
7. We acknowledge that First Nations knowledge systems are dynamic, living, and undergo constant processes of renewal.
8. We will use project-based approaches to explore engagements between Eurocentric and First Nations Knowledges to create, inspire and generate awareness and appreciation across knowledge systems.
9. We recognise the centrality of relationships of First Nations kinship systems, extending into the biosphere, known as 'kincentric ecologies'.

Course Completion Requirements

You are expected to take an active role in your learning. Stay on track by attending sessions, working in a collaborative and respectful way, and completing your coursework, assessments, and projects on time.

AFTRS has a set of "progression rules" that we use to ensure that you are able to move through each semester, and to complete the course. You will find the Progression Rules in the AFTRS Student Handbook.

Learning Support

If you ever need support to stay on track, please reach out early. This is particularly important if you need support to meet assessment due dates.

You may benefit from additional support at different points in your studies. For example, you may be living with a disability or chronic health condition, have caring or community responsibilities, or simply learn better with small adjustments to your learning environment. We also recognise that First Nations students may benefit from culturally safe networks and tailored support.

Supports are here to help you meet course requirements with confidence, so we encourage you to reach out early and make the most of what is available to you.

You can talk with Student Centre about your learning needs and the support available to you. You'll also find more information in the Student Handbook under Wellbeing & Support.

Mandatory training

As an AFTRS student, you must complete several activities in your first semester:

- The Required Learning Module Suite, which contains the *Introduction to Indigenous Media Ethics and Aesthetics (IIMEA)* module and then *Academic Integrity* module.
- WHS Regulatory Framework
- Site Induction
- Studio Safety Induction: Video and Quiz
- Course-specific inductions and training modules (lighting safety)

Collaboration

Collaboration is an important part of this course, and you'll be working with others on assessment tasks throughout your studies. To contribute effectively, you'll need to attend classes, work closely, and communicate clearly and timely with your peers for the best possible outcome for the team. You will also be assessed on your collaboration skills throughout the course, as it is an essential skill working in the industry.

Inherent Requirements

To complete this course, you need to meet a set of inherent requirements. These are essential abilities, knowledge and skills needed to achieve the learning outcomes of the course and maintain the academic integrity of the school's learning, assessment and accreditation processes.

For this course you are required to be able to do the following:

Communicate Effectively

- Present your work to peers, staff and industry professionals
- Understand and respond to spoken and written communication
- Communicate respectfully about various topics with people from a range of backgrounds and perspectives

Develop and reflect on your creative practice

- Create and reflect on a range of practical projects
- Generate ideas and bring them to life within your creative discipline
- Accept and reflect on feedback about your work

Meet physical and practical requirements

- Regularly attend classes and proactively inform AFTRS when you cannot attend
- Follow all work health and safety WH&S requirements
- Complete required inductions
- Take responsibility for the hire, use and return of equipment
- Participate in production and/or broadcast activities that require extended contact hours

Use your thinking and organisational skills

- Collect and organise information
- Declaring sources and tools used to create work
- Apply both theory and practice to your work
- Recall and use relevant information
- Manage your time effectively to complete tasks

Interpersonal skills

- Follow the AFTRS Charter of Conduct and Student Code of Conduct
- Behave in safe and respectful ways
- Collaborate with others in the spirit of reciprocity
- Manage challenges and respond constructively to conflict
- Moderate your own emotions
- Contribute to a positive and inclusive learning culture

Engage with required technologies

- Use AFTRS systems and platforms as needed
- Check your student email and Teams regularly
- Complete all required online orientation modules

Section 1: Key Course Information

Course Name	Bachelor of Arts Screen: Production
Course Code	BAARTSSP
Award	Bachelor's Degree
AQF Level	Level 7 – Undergraduate
Standard Full-time Duration	6 semesters
Candidature Period	6 years
Total Credit Points	144 credit points
Student Type	Domestic students
Course Type & Study Load	Fixed course: Full time only
Minimum Credit Points per semester	24 credit points
Maximum Credit Points per semester	24 credit points
Mode of Delivery	Multi modal

You'll find additional information about *Candidature Periods*, *Credit Points (CP)*, *Mode of Delivery (Modes)*, and *Volume of Learning (VOL)* in the AFTRS Student Handbook.

Course Learning Outcomes

CREATIVITY & CRAFT SKILLS	Generate and realise creative works for a range of production contexts using discipline-specific knowledge and skills.
INDUSTRY BEST PRACTICE	Demonstrate Industry knowledge and effective practice through problem-solving, autonomy, communication and work readiness.
CONTEXTS & PERSPECTIVES	Apply an understanding of audiences, formats and frameworks in the delivery of engaging work for the screen.
ETHICAL PRACTICE	Work in diverse professional contexts, demonstrating effective collaboration, cultural awareness and inclusive practice.

Course Rules

- You must undertake a full-time study load of 24 credit points per semester.

Core Subject List

Code	Name	Mode	CP	VOL	Sem 1	Sem 2
SCRN1040	Story 1	MM	6	144	✓	✓
SCRN1041	Image 1	MM	6	144	✓	✓
SCRN1042	Sound 1	MM	6	144	✓	✓
SCRN1043	Character & Performance 1	MM	6	144	✓	✓
SCRN1044	Rhythm & Juxtaposition 1	MM	6	144	✓	✓
SCRN1045	Screen Business 1	MM	6	144	✓	✓
SCRN1048	Audio Visual Storytelling Production	MM	6	144	✓	
SCRN1049	Short Form Production	MM	6	144		✓
SCRN2052	Screen Studies: Screening the Real	MM	6	144	✓	
SCRN2048	Non-Fiction Production	MM	6	144	✓	
SCRN2049	Non-Fiction Storytelling	MM	6	144	✓	
SCRN2050	Episodic Storytelling	MM	6	144		✓
SCRN2051	Episodic Production	MM	6	144		✓
SCRN2053	Screen Studies: Genres	MM	6	144		✓
SCRN3016	Screen Industries	MM	6	144	✓	
SCRN3033	Proof of Concept	MM	6	144	✓	
SCRN3018	Creative Development	MM	6	144		✓

Elective Subject List

- Electives will run subject to minimum numbers.
- Electives choices will be presented to you prior to the semester in which they will be delivered.

Year Two | Electives 1 and 2

Code	Subject	Mode	CP	VOL	Elective 1	Elective 2
SCRN2054	Character Creation	MM	6	144		✓
SCRN2055	Soundscapes and Hybrid Scores	MM	6	144		✓
SCRN2056	Lighting and Movement	MM	6	144	✓	✓
SCRN2057	Finding Story: Non-Fiction and Episodic Editing	MM	6	144	✓	✓
SCRN2058	Production Coordination Fundamentals	MM	6	144	✓	✓
SCRN2059	Sets and Supervision	MM	6	144	✓	
SCRN2060	Sonic Alchemy: Sound Production and Post	MM	6	144	✓	
SCRN2061	VFX, Virtual Production and AI Fundamentals	MM	6	144	✓	✓

Year Three | Electives 3, 4 and 5

Code	Subject	Mode	CP	VOL	Elective 3	Elective 4	Elective 5
SCRN3020	Cinematography	MM	6	144		✓	✓
SCRN3022	Directing	MM	6	144	✓	✓	✓
SCRN3032	Documentary	MM	6	144			✓
SCRN3023	Editing	MM	6	144	✓		✓
SCRN3029	Producing	MM	6	144	✓	✓	
SCRN3024	Production Design	MM	6	144		✓	✓
SCRN3025	Screen Studies	MM	6	144	✓		
SCRN3026	Screenwriting	MM	6	144	✓	✓	✓
SCRN3027	Sound Design	MM	6	144	✓	✓	

Year Three | Elective 6

Code	Subject	Mode	CP	VOL	Elective 6
SCRN3019	Graduation Project	MM	12	288	✓
SCRN3030	Industry Placement	MM	12	288	✓

Alternative Exit Qualifications

- If you do not complete the course requirements, you may apply for an alternative exit qualification.
- You must have met the requirements outlined in the table below:

Code	Award	Credit Points	Subjects
DIARTSSP	Diploma of Arts Screen: Production	48	8 subjects
ADARTSSP	Advanced Diploma of Arts Screen: Production	96	16 subjects

Study Plan

- This is a fixed course with a mandatory study plan.
- You will be enrolled into your subjects in the sequence prescribed by the study plan.
- If you are unable to progress through the course according to the study plan, AFTRS will work with you to develop a personalised study plan to complete the remainder of your course

Year	Semester	Subject 1	Subject 2	Subject 3	Subject 4
1	1	Core	Core	Core	SCRN1048
	2	Core	Core	Core	SCRN1049
2	1	SCRN2048	SCRN2049	SCRN2052	Elective 1
	2	SCRN2050	SCRN2051	SCRN2053	Elective 2
3	1	SCRN3016	SCRN3033	Elective 3	Elective 4
	2	SCRN3018	Elective 5	Elective 6	

Section 2: Content and Structure

Course Rationale

This course is shaped by the real world of screen production. We've developed and regularly review it in close partnership with the Australian screen industry, drawing on industry skills surveys and advisory panels. You'll learn with discipline leads and teachers who actively work in the industry and bring current practice into the classroom.

At the same time, the screen landscape is changing. There is more demand for content than ever, alongside tighter budgets, faster production cycles, and new ways for audiences to watch and connect with stories.

Because of this, today's industry needs creative all-rounders. In this course, you will build the skills to develop an idea, shoot it, edit it, and share it with audiences, preparing you to work flexibly, confidently, and creatively across platforms.

You will develop a reflective creative practice learning how to turn experience into insight. This helps you think imaginatively, respond to creative challenges, and make thoughtful choices in your work. As technology continues to evolve, these skills become even more valuable. Ideas last longer than tools, and strong concepts travel easily across platforms and disciplines.

The course moves beyond traditional role-based thinking. Instead of organising learning strictly around job titles, subjects are built around shared screen concepts that cut across disciplines. This approach reflects how screen work really happens and helps you develop flexible, transferable skills for your creative future.

Industry connections

Industry contact is hardwired into the course through the extensive use of screen industry professionals as teachers, applying the very latest industry practices and placing an emphasis on emerging opportunities. In addition to your regular teaching staff, a variety of specialist guest lecturers and guest speakers will share their expertise with you, run workshops and Q&A sessions.

The design and delivery of this course has involved our core faculty and educators, most of whom are current industry practitioners, as well as consulting with external industry peers. As a result, the BA Screen: Production curriculum aligns with current industry practice and the learning outcomes are aligned with employer needs across the Screen Industries.

Screen Content Creators

A generalist screen content creator is flexible, creative, and ready to adapt. You'll learn to shape your approach depending on the story you want to tell, the budget, the platform, the format, and the production context. You'll also build strong problem-solving skills and learn how to think on your feet.

Being a generalist doesn't mean being "less than" a specialist. It means you can work across different roles, spot opportunities, and build a sustainable career. You will know when to take the lead yourself and when to bring in specialists to strengthen the work.

You will develop creative and business skills side by side. This includes big picture thinking, future focused storytelling, and an understanding of how the industry works. While technology changes quickly, the course keeps the focus where it matters: on ideas, storytelling, and creative decision making, not just equipment.

You will also gain experience creating content for different screens and audiences. This means crafting stories for specific platforms and formats, as well as for multiple devices and viewing contexts.

Just as importantly, you will learn how to share and pitch your work. You will understand who your audience is, where your stories fit in the marketplace, and how to reach people where they already are. By the time you graduate, you will know not only how to tell a compelling story but how to get it out into the world.

Electives

While the focus of the BA is focused on generalist screen content creators, we recognise that some level of specialisation will accelerate your industry pathway. To this end, we offer a selection of electives in Year 2 and Year 3. There are no pre-requisites for these electives – that means you can take them in any order you wish across the two years. You may choose to specialise in one or more areas, or take a variety of different subjects in order to broaden your skillset.

Screen Studies

Screen Studies is vital in enhancing your historical and theoretical understanding of your craft, as well as developing communication and critical thinking skills. It is only when we are introduced to new ideas and ways of doing things that we fully understand the range of possibilities open to us, beyond the dominant models, and this can unlock innovation.

You should be able to place your work within a historical, cultural, economic and technological context, critically evaluating the status quo and effectively arguing for a new way of doing things. This is crucial to enhancing your practice.

VFX, Virtual Production and AI

VFX, Virtual Production and AI is another example of how traditional disciplines are taught within both traditional linear production workflows and nonlinear workflows. In this conceptual, generalist approach is the inclusion of VFX, VP and AI.

In addition to teaching the language and production workflows of Virtual Production, we explore how we can implement AI tools alongside traditional screen techniques. At all times in our work with AI we consider our actions through an ethical lens and will explore concepts such as IP/ownership and creativity in the age of AI.

Soft Skills

Building a sustainable career in the creative industries requires more than just a sound conceptual grounding and craft skills. Soft skills are a core set of competencies that employers look for, and which transcend specific job roles.

We break down these professional skills into the following categories:

- Creativity
- Collaboration
- Problem Solving
- Ethical practice
- Self-management
- Critical thinking
- Communication
- Cultural Awareness

While skills are taught at specific points across the course, they are utilised throughout, in every subject at every level. It is important to note that many of the skills required to develop great content can be utilised in multiple contexts and, by developing a deeper awareness of these, can be demonstrated to make you more employable and open doors to opportunities

Work-integrated learning

Internships and vocational placements offer AFTRS students and graduates invaluable on-the-job experience, insights, connections and opportunities for career progression in the screen and broadcast industries. AFTRS encourages and facilitates both paid and unpaid internship opportunities, and placements associated with a range of industry organisations, broadcasters and production companies. These opportunities are offered on a competitive basis and can either be part of the curriculum or as an optional extra-curricular activity.

Internship opportunities may become available to AFTRS students and recent graduates in a range of ways. These include:

- Industry Placement Elective in Year 3
- Graduate Program
- Existing AFTRS relationships with broadcasters, film festivals, government departments or production companies
- New or one-off opportunities, including on specific productions
- Student-sourced internships or attachments
- Specific opportunities for Indigenous students
- Specific opportunities for students living with a disability

In all these cases, the opportunity should be raised at the earliest opportunity with the AFTRS Internship Managers who can assess whether AFTRS support and insurance cover will apply. The applicability and conditions of such support are determined by the Internship Managers, in line with the Student Placements and Internships Policy.

Production Learning Activities

At the end of each semester, you will take part in a production learning activity. These projects bring together the ideas and skills you have been building in your subjects and turn them into a single, complete piece of screen storytelling. They are a chance to apply what you have learnt and see how it all connects in practice.

Each year has a different focus, designed to support your growth as a screen creator.

Year One: Experimentation and risk taking

In your first year, the emphasis is on trying things out. You will have creative freedom, clear boundaries, and low assessment pressure so you can experiment, take risks, and develop your own voice. You will explore personal and distinctive screen ideas while also learning how to connect with a specific audience.

Year Two: Working to a brief

In second year, you will work with briefs provided by industry partners. This gives you real experience balancing your own creative ideas against client needs. You will also work across different production models, including non-fiction and episodic formats, so you can experience a range of creative processes.

Year Three: Career focused practice

In your final year, projects link directly to your career goals. You will develop work that supports your next steps into the industry, with opportunities that reflect both short term projects and longer-term ambitions.

While production subjects centre on your creative practice, you will also learn what professional screen work involves. This includes working within guidelines, processes, and expectations that reflect industry standards.

Most production subjects offer a choice of briefs or projects. These are designed to feel like real world screen work, while still providing a supportive learning environment. You'll receive targeted mentoring at key points to help you reflect, refine your ideas, and move forward.

Most importantly, these productions are learning experiences. While making strong screen stories matters, the real focus is on your development. You are the main creative work in progress not just the films you make. It is normal to want everything to be perfect, but too much pressure can limit creativity. AFTRS is a place where you can take risks, make mistakes, and learn from them because the students who learn the most are the ones best prepared to succeed in the industry.

For details about specific production briefs, processes, and guidelines, see the BA Production Manual.

Section 3: Teaching and Assessment

Overview

Developing a strong critical and conceptual understanding of your creative practice is key to building a sustainable career in the screen industry.

You will learn through practice. By making work, testing ideas and reflecting on the results, you will build your skills, knowledge and understanding over time.

This approach helps you connect ideas with action. You will experiment, evaluate what works, and refine your process—developing the confidence and insight needed to lead and grow as a practitioner in a changing industry.

Creative Risk Taking

Taking creative risks is an important part of how you learn and grow as a practitioner. A creative risk means trying something that feels uncertain or unfamiliar; testing a new idea, approach or way of working where the outcome isn't guaranteed. It might involve challenging your thinking, exploring a different format, or making a bold creative choice. A creative risk is not about being unprepared, reckless or ignoring feedback – it requires a thoughtful approach, considered decision making and a clear sense of purpose in your work.

Reflective Practice

Reflective practice helps you to make sense of the creative risks you take. It involves regularly reviewing your work to understand what you tried, why you made those choice, and what the outcomes reveal about your practice. Rather than focusing only on whether something “worked”, reflective practice asks you to consider what you learned through the process. This could be recognising where a creative risk opened new possibilities, where it fell short and what you would do differently next time. This practice helps you to build insight, refine your approach to making audio and develop your creative voice.

Assessment strategy

Assessments are designed to measure how well you meet the subject learning outcomes. Assessment is also an important part of the learning process, providing feedback that supports ongoing development.

While grades are important, the primary goal of assessment is learning. Students who challenge themselves and take creative risks may not always receive the highest marks, but they often gain deeper learning. This approach is valued and supported through the strong emphasis on reflection in assessments.

Assessment Strategy: Production

The overall Production subject assessment works to emphasise the importance of the whole process of project creation and not just the completed artefact. Secondly, the artefact marking is split into two parts, again signalling what we believe are important elements to keep in mind:

- Craft Skill
- Collaborative Practice

To promote risk-taking, the assessment weightings in the first year are focused on Preparation and Collaborative Practice. By third year the weightings shift to focus on the artefact to reflect and prepare students for industry.

For further detail on the Production Assessment Strategy, please consult the Subject Outline and the BA Production Manual.

Types of Assessment

There are two main forms of assessment that are used in the BA:

Formative: Formative assessment takes place throughout a subject and is designed to support learning as it happens. It provides feedback that helps you identify strengths, address weaknesses, and improve your work. Examples of formative assessment on the course are submission of pre-production materials and pitch presentations.

Summative: Summative assessment evaluates learning at the end of a subject against the Subject Learning Outcomes. It measures progress and contributes to the final grade. Examples of summative assessment on the course are portfolios and reflection tasks.

Learning Outcomes & Marking Criteria

Assessments should be viewed as targeted exercises and teachers are looking at how you are able to demonstrate the subject learning outcomes. The ways in which you are asked to demonstrate the learning outcomes for that assessment are described in the marking criteria that is noted in your subject outlines.

You should familiarise yourself with the marking criteria and rubrics. A piece of work may be excellent, but if it is not demonstrating the learning required, as outlined in the assessment briefs, then it may not receive a good mark.

If you are unsure about the meaning of learning outcomes and marking criteria, you are welcome to discuss with your teacher to help you “unpack” them.

Mentoring

Feedback is an important part of studying at AFTRS.

You will receive feedback in a range of contexts, including your assessments and your practical work (often called air checks). You are also encouraged to seek feedback and mentoring with your lecturers by scheduling meeting times to discuss your skills development, assessments or your broader goals in radio and podcasting.

We use a strengths-based approach to giving feedback. This includes highlighting what you did well, and what you could work on for next time. This feedback model is designed to help you improve your practice.

To get the most out of your studies, you’re expected to take creative risks in your work, seek feedback and apply it to your future work.

Section 4: Subject Overviews

BA Year 1

The first year of your degree lays a solid foundation for broad and coherent screen production knowledge and skills. All year one subjects must be completed before you can progress to year two.

Subject: Story 1

Subject code	SCRN 1040
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

Story connects everything on screen. It shapes narrative, guides emotion, and draws audiences into the world you create, turning moving images into an experience with meaning that lasts beyond the final credits. In this foundational subject, you will explore the social and emotional power of storytelling while learning the core elements of craft by adapting a short story idea for the screen. Through hands on seminars and workshops focused on character, structure, theme, and genre, you will develop your creative voice and build a deeper, more authentic connection to your material. With support along the way, you will learn screen development processes and create your own original short form screenplay.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Demonstrate awareness of the impact of cultural, economic and historical perspectives on the relationship between the storyteller, screen stories, and the world around them.
CREATIVITY	Identify and utilise simple creative tools towards creating short form screen stories with a sense of personal voice.
INDUSTRY FORM AND PRACTICE	Display an awareness of the conventions, language, practices and processes of creating screen stories and their relationship to short form storytelling.
ANALYSIS	Apply a range of critical, analytical and reflective approaches in the analysis of story techniques to resolve simple problems.
CULTURAL COMPETENCY	Demonstrate an awareness of the importance of social and cultural influences in storytelling to the values, beliefs and behaviours of colleagues and audiences.
CRAFT SKILLS	Demonstrate basic writing craft skills to solve simple story problems and achieve a consistent vision in short form screen stories

Subject: Sound 1

Subject code	SCRN 1042
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

Sound 1 introduces fundamental principles and functions of sound and music in the creation of screen stories. It develops the capacity to listen critically to elements of the soundtrack, investigates practices used to record high fidelity sound, and explores the interaction of sound and music in relation to a moving picture. Students are introduced to craft skills in the operation of basic location sound equipment, and techniques in editing sound and music to communicate feelings, ideas and narrative.

Subject Learning Outcomes

CREATIVITY	Identify and utilise appropriate creative tools to enhance short-form narrative sound and realise original stylistic choices
INDUSTRY FORM AND PRACTICE:	Display and awareness of the conventions, language, practices and processes to work with sound and music in a short-form screen industry context.
ANALYSIS	Apply a range of critical, analytical and reflective approaches in the analysis of sound techniques to resolve simple problems and enhance their own practice.
CULTURAL COMPETENCY	Demonstrate an awareness of the importance of social and cultural influences in sound and music on the values, beliefs and behaviours of clients, colleagues and audiences.
CRAFT SKILLS	Demonstrate basic craft techniques and technical skills in sound and music to solve simple story problems and develop a consistent vision through the creation of short-form screen stories.

Subject: Image 1

Subject code	SCRN 1041
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

In Image 1 you will investigate the construction of meaning in the visual and screen arts through a careful study of the fundamental concepts underpinning visual storytelling. You will learn to identify, interpret and understand the visual elements and principles that create structure and direct meaning in images, and then use this knowledge to enhance your own work. You will explore the conception and creation of visually inventive characters and worlds for the screen as well as collaborate, create and be challenged to improve your technical understanding of camera, lighting and design to effectively execute your visual ideas.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Apply cultural, historical and technological perspectives to demonstrate an awareness of the relationship between the storyteller, images and the world around them.
CREATIVITY	Identify and utilise appropriate creative principles and techniques to create stylistically considered short form narrative images.
INDUSTRY FORM AND PRACTICE:	Display an awareness of the conventions, language, practices and processes used to research and create images for the short form screen industry
ANALYSIS	Apply a range of critical, analytical and reflective approaches in the analysis of visual storytelling techniques to resolve simple problems and enhance their own practice.
CULTURAL COMPETENCY	Demonstrate an awareness of the importance of social and cultural perspectives as they apply to image construction and consumption as well as an awareness of the different values, beliefs and behaviours of clients, colleagues and audiences.
CRAFT SKILLS	Demonstrate fundamental craft techniques and technical skills in camera, lighting and design to solve simple story problems and to provide the foundation for a coherent visual approach to short form screen stories.

Subject: Character & Performance 1

Subject code	SCRN 1043
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This subject introduces the job of a director. How to start collaborating and communicating with actors and crew. How our lived experience, world view, screenplay analysis and screen language choices bring a story to life and influence the feeling state for the audience.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	To explore some of the different tools used to direct an actor's performance.
CREATIVITY	To understand how discoveries made in screenplay analysis influence screen language choices and impact the audience feeling state.
INDUSTRY FORM AND PRACTICE:	To gain an understanding of previsualization documents and how they aid in communication with collaborators.
CULTURAL COMPETENCY	To analyse how your own lived experience and the world around you impacts your directorial choices and how casting and consultancy can enhance authentic storytelling.
PEOPLE SKILLS	Explore ways of collaborating & communicating with cast and crew to foster a creative, cohesive and safe work environment.
CRAFT SKILLS	Demonstrate fundamental craft techniques and technical skills in camera, lighting and design to solve simple story problems and to provide the foundation for a coherent visual approach to short form screen stories.

Subject: Rhythm & Juxtaposition 1

Subject code	SCRN 1044
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

You will be introduced to the core techniques of Rhythm and Juxtaposition and how they shape screen stories. You will explore how editing choices create structure and meaning from shot to shot, and how rhythm, pacing, and timing guide when information is revealed to an audience, shaping how a story is felt and understood. You will experiment with the small-scale effects of rhythm and juxtaposition using exercise clips before applying these techniques to edit a dramatic scene.

You will learn how to analyse the use of R&J in their work and the work of others and examine how editing techniques can be applied throughout the production process as tools for communicating story, tone and character. You will also become familiar with basic industry protocols involving workflows and use Premiere Pro and After Effects to experiment with manipulating meaning through the enhanced image.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Apply cultural and historical perspectives to demonstrate an awareness of the relationship between the storyteller, edited sequences, and the world around them.
CREATIVITY	Identify and utilise a range of simple creative techniques to shape engaging short-form screen stories
INDUSTRY FORM AND PRACTICE:	Arguments advocating their position in screen media public policy debate
CULTURAL COMPETENCY	Demonstrate an awareness of the importance of social and cultural influences in shot selection and placement on the values, beliefs and behaviours of clients, colleagues and audiences.
CRAFT SKILLS	Demonstrate basic craft techniques and technical skills in editing to solve simple story problems and develop a consistent vision through the creation of short-form screen stories.

Subject: Screen Business 1

Subject code	SCRN 1045
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This subject provides some foundational knowledge and skills in screen business, through a focus on both short form content, and its place in the screen industries, as well as the people and project management skills required to create it.

As opportunities for short form content and adaptation grow across a range of platforms, so does the need for students to understand the business aspects of content creation and how they can be applied to the development, creation and distribution phases. Identifying opportunities and ways to monetize content will provide students with more secure income streams and routes into industry.

Alongside this is the need to understand production pathways and the roles and responsibilities required to create great content. This includes skills in project management, funding, teamwork, collaboration and resilience. Linking all of this is cultural competence and inclusion; in other words, the attitudes and skills to work with people from a wide range of backgrounds and perspectives.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	To identify potential business opportunities available in short form content production through examining the shift from a traditional to a digital marketplace and relate this knowledge to their own production process.
CREATIVITY	Identify and utilise a range of simple creative techniques to shape engaging short-form screen stories
INDUSTRY FORM AND PRACTICE	To demonstrate the ability to evaluate and meet the mutual demands of the creator and the audience using existing industry approaches and utilising feedback to enhance the final product.
ANLYSIS	To understand how to explore a breadth of research and apply a range of relevant findings in identifying and reaching target audiences.
BUSINESS ACUMEN	To understand how to develop briefs within agreed resource parameters. Understand how to balance creative authenticity with practical feasibility.
CULTURAL COMPETENCY	To understand the ethical impact of production and distribution on key cultural stakeholders including clients, subjects, colleagues and audiences and respond to them appropriately. Continue to develop critical analysis skills around when picking which stories to develop and tell.

PEOPLE SKILLS	To develop effective teamwork skills and apply these to the communication and realisation of a project's purpose and vision, within the collaborative execution of the production
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Subject: Audio Visual Storytelling Production

Subject code	SCRN 1048
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

In Audiovisual Storytelling, you will bring together screen studies and production by thinking holistically about screen works and actively taking part in the production process. Through lectures, workshops, screenings, and a collaborative short form production exercise, you will explore key screen studies ideas while learning the fundamentals of audiovisual storytelling. Working as part of a small crew on a television commercial, you will gain hands on experience across core production roles, build practical skills, and become familiar with AFTRS production processes, roles, and responsibilities regardless of your level of prior experience.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Demonstrate an understanding of a selection of significant theoretical frameworks and their impact on cinematic form style.
CREATIVITY	Identify and utilise appropriate creative tools to successfully translate a scene from script to screen.
INDUSTRY FORM AND PRACTICE	Adhere to the conventions, practices and production processes of creating screen fiction content for contemporary industries.
CRAFT SKILLS	Demonstrate basic technical and craft skills to solve story problems in the different stages of realising a filmed production.
BUSINESS ACUMEN	Identify audiences and pathways to audience in meeting the parameters of a production brief.
PEOPLE SKILLS	Demonstrate effective communication, teamwork and leadership skills to create a positive, inclusive, safe and effective creative collaboration.

Subject: Short Form Production

Subject code	SCRN 1049
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

In Short Form Fiction Production, you'll develop original characters and story worlds within a short, narrative driven format that encourages creativity, innovation, and thoughtful risk taking. Working within clear brief parameters, you'll build your craft and collaborative skills while learning industry conventions and processes.

You'll be encouraged to think beyond traditional short films and explore storytelling across formats and genres such as micro dramedies, music videos, comedy sketches, and animation, with a focus on reaching specific audiences and platforms. Alongside this, Screen Studies sessions will deepen your understanding of the Australian screen industry by exploring key moments, movements, and themes, helping you reflect on what it means to be an Australian screen storyteller and the cultural role of screen production.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Explore key debates around the Australian screen industry, its history, cultural function and place in the global screen landscape.
ANALYSIS	Consider screen texts in relation to their Australian context, thinking about how historical, industrial and cultural contexts are reflected in the works we have produced.
INDUSTRY FORM AND PRACTICE	Gain insight into the conventions and production practices used in crafting short form screen stories, while also understanding the relevant safety requirements.
CRAFT SKILLS	Hone your production and technical abilities to solve storytelling challenges while maintaining a cohesive vision for your intended audience.
CREATIVITY & BUSINESS ACUMEN	Develop a Short Form Fiction Production in response to an industry brief that will engage and impact a target audience as part of a proposed distribution strategy.
PEOPLE SKILLS	Hone production and technical abilities to solve storytelling challenges while maintaining a cohesive vision for an intended audience.

BA Year 2**Subject: Non-Fiction Storytelling**

Subject code	SCRN2049
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This core subject gives students a practical, ethical and creative foundation in nonfiction storytelling. Beginning with an exploration of key documentary modes and techniques for generating ideas, students develop essential skills in research, interviewing, and writing - including dramatic techniques to enhance storytelling perspective, as well as column scripts - alongside creative experimentation.

Workshops examine performance in documentary, including hybrid and verbatim techniques, while case studies deepen understanding of accountability, ethics and cultural awareness.

The subject also develops producing competencies across development, production and post-production - covering budgeting, financing, audience and marketplace - before introducing strategies for extending a film's reach through social impact campaigns. The semester concludes with an introduction to the factual landscape, providing an overview of key formats, industry approaches, and practical considerations for working in factual storytelling.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply research, knowledge and understanding of form and content to create non-fiction stories with a consistent or defined vision.
INDUSTRY BEST PRACTICE	Demonstrate competence in the conventions, practices and processes of creating screen stories in a non-fiction screen industry context.
CONTEXTS & PERSPECTIVES	Critically assess non-fiction story material to determine the most appropriate audience, format and framework for its effective screen realisation and broader impact.
ETHICAL PRACTICE	Analyse and apply strategies for ensuring diverse social and cultural perspectives are authentically and ethically represented in non-fiction storytelling.

Subject: Episodic Storytelling

Subject code	SCRN2050
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This subject explores the creative and professional practices involved in writing, directing, and producing episodic fiction. Students will engage in developing short form series concepts through brainstorming and plotting in writers' rooms, directing episodic scenes, distribution, and designing multiplatform strategies for audience engagement.

The subject emphasizes the teaching of narrative structures for episodic storytelling, character development arcs, directing actors, growing audience for the story world and industry-standard production workflows.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply craft techniques to resolve story and character challenges within an established series framework and produce episodic screen content that reflects a defined creative vision.
INDUSTRY BEST PRACTICE	Demonstrate competence in the conventions, language, practices and processes to create episodic content in a dynamic industry environment across multiple platforms.
CONTEXTS & PERSPECTIVES	Identify opportunities to maximise audience engagement by leveraging contemporary social, political, and cultural contexts of the day.
ETHICAL PRACTICE	Demonstrates competence regarding the collaborative process and role-specific responsibilities, including social and cultural considerations in the creation of the work.

Subject: Screen Studies: Screening the Real

Subject code	SCRN2052
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

While many tend to think about documentary as being more interested in informing an audience than an entertainment or artistry, John Grierson, considered the ‘father of documentary,’ famously described it as “the creative treatment of actuality.” In Screen Studies: Screening the Real students explore the specific aesthetic development and theoretical debates that surround documentary and other forms of non-fiction screen storytelling.

Through a series of seminars and screenings, we will examine significant moments, movements and shifts in thinking that have shaped the evolution of documentary as an art form, engaging with important debates around the form and ethics of documentary practice.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Critically reflect on the role of creativity and artistry in the construction of non-fiction and documentary screen content by analysing the formal characteristics of non-fiction screen texts and identifying how screen language is used to persuade audiences.
CONTEXTS & PERSPECTIVES	Position oneself within key debates around documentary form and ethics, demonstrating an understanding of the relationship between documentary form and frameworks.
ETHICAL PRACTICE	Interrogate the specific ethical challenges of non-fiction and documentary storytelling, reflecting on the power relationship between both filmmaker and subject, and storyteller and audience.

Subject: Screen Studies: Genre

Subject code	SCRN2053
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

Since the emergence of a commercial screen industry, one of its key pillars has been its system of established genres providing familiar story formulas that can be applied and reimagined. In Screen Studies: Genre students will consider the forms and functions of genre storytelling across big and small screens. Through a series of seminars and screenings, we will consider how genres work, how and why they evolve and their social function. Students will examine several popular and enduring screen genres, considering their conventions, histories and evolution across different platforms.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILL	Analyse screen texts in relation to genre, understanding how genres function as storytelling structures and critically reflecting on how the structure and conventions of genres can aid creativity.
CONTEXTS & PERSPECTIVES	Understand fundamental concepts of genre theory, including how genres are defined and used, how they evolve, and the social functions they serve.
ETHICAL PRACTICE	Interrogate the cultural specificity of genre storytelling, considering how genre forms can be subverted and refreshed by being brought into contact with different cultural perspectives.

Subject: Non-Fiction Production

Subject code	SCRN 2048
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

Non-Fiction Production empowers students to apply the knowledge acquired in their first year to the world of non-fiction storytelling, serving as a bridge for students to not only respond to industry-focused briefs but also to build upon the foundational production work from the previous year.

Students are introduced to a distinct set of challenges unique to non-fiction content creation, allowing them to expand their craft skills and versatility in the filmmaking landscape.

The Non-Fiction production subject equips students with practical skills, creative insights, and ethical considerations essential for navigating the complexities of non-fiction storytelling. It not only prepares students for the challenges of the industry but also encourages them to cultivate a nuanced understanding of the dynamic relationship between story participants, filmmakers, audiences, and the broader cultural landscape.

Subject Learning Outcomes

CREATIVITY & BUSINESS ACUMEN	Apply understanding of the production process to create non-fiction stories with a defined vision that meet the parameters of a brief and impact a defined and targeted audience.
INDUSTRY FORMS & PRACTICE	Demonstrate competence in the conventions, practices and processes of creating non-fiction screen narratives, include relevant safety requirements.
FRAMEWORKS & PERSPECTIVES	Position oneself within key debates around documentary form and ethics, demonstrating an understanding of the relationship between documentary form and frameworks.
PEOPLE SKILLS	Apply appropriate leadership, teamwork and communication skills to ethical and inclusive collaboration with subject colleagues within a professional production environment.
ANALYSIS	Analyse the formal characteristics of non-fiction screen texts, identifying how screen language is used to persuade audiences.
CRAFT SKILLS	Apply appropriate craft skills to solve challenging story and production problems responsibly in creating non-fiction stories with a defined vision and within the brief.

Subject: Sonic Alchemy: Sound Production and Post

Subject code	SCRN2060
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This course is designed to provide students with knowledge and basic skills required for sound production and post-production in film and television. Subjects covered on the course include location sound recording, Sound Editing using the industry standard AVID Pro Tools software. The course will integrate approaches to sound design in a series of creative tasks that build skill, knowledge and understanding of sound in film and television.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply craft skills to creatively realise sound design for screen
INDUSTRY BEST PRACTICE	Demonstrate understanding of the techniques and procedures used by professionals in location sound recording
CONTEXTS & PERSPECTIVES	Display an awareness of the conventions, language, and processes when working with sound in a screen industry context.
ETHICAL PRACTICE	Show an awareness of the factors that affect the production, audience reception and success of screen stories.

Subject: Finding Story: Non-Fiction and Episodic Editing

Subject code	SCRN2057
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

Building on the foundational principles of Rhythm & Juxtaposition introduced in Year 1, this Year 2 Editing elective is designed to sharpen students' narrative and technical skills across two major forms of screen storytelling: non-fiction and scripted television. In Weeks 1 to 6, students will focus on non-fiction editing—learning how to shape meaning, emotion, and structure from real-world material through creative and ethical editorial choices.

From Weeks 7 to 12, the emphasis shifts to editing scripted TV content, where students will engage with multi-scene sequences, refine continuity and performance, and explore how editorial strategies affect pacing, tension, and audience engagement in episodic Storytelling. Throughout the subject, students will refine their editing workflows to align with industry standards and develop the ability to critically assess how editorial decisions shape narrative and viewer response.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Generate creative editorial solutions using discipline knowledge, craft skills and technical proficiency to construct creative and compelling artefacts.
CONTEXTS & PERSPECTIVES	Apply an understanding of audiences, formats and frameworks that motivate editing decisions that shape performance and story.
INDUSTRY BEST PRACTICE	Demonstrate industry-ready editing practice through effective workflows, problem-solving, critical engagement, and clear communication of editorial intentions.
ETHICAL PRACTICE	Work respectfully and collaboratively in diverse post-production environments, making culturally aware and inclusive editorial choices.

Subject: Sets and Supervision

Subject code	SCRN2059
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This elective covers the logistical aspects of art direction and art department management and serves as an introduction to the process of set design for film. The Art Direction component provides students with the organisational skills required to perform the role of art director. Lectures explore various art department crew roles, provide clear insight into art department structure and processes, and demonstrate how professional art directors execute their many and varied duties. Workshops will provide the students with experience in crafting detailed breakdowns, budgets, and schedules, while challenging them with collaborative creative problem-solving tasks.

The Set Design component focuses on the many processes involved in designing and crafting physical environments for story worlds. Lectures will cover Set Design for film, pinpointing the basic concepts, dissecting the process, and examining the key documentation aspects as illustrated through notable examples.

Students will undertake a series of detailed set design workshops in which they will execute script breakdowns leading on to initial sketches that develop into concept art. They will then be shepherded through the necessary processes to transform their set designs into technical drawings and make scale models.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply an expanded range of creative principles and techniques to conceive and illustrate purposeful set designs. Demonstrate a range of discipline specific skills essential for the successful management and execution of a set design.
CONTEXTS & PERSPECTIVES	Underpin creative intentions through careful analysis and planning to identify and quantify the resources required for the design of a set to facilitate a specific brief.
INDUSTRY BEST PRACTICE	Develop key knowledge of the language, conventions, and processes used to conceive and communicate strategies appropriate to the practices of set design and art direction.

Subject: Lighting and Movement

Subject code	SCRN2056
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

The Lighting and Movement Elective is designed to build upon the foundation skills taught in Image 1. As two of the critical pillars of cinematography practice, we will look in more detail at how these discipline areas can be most meaningfully applied in both non-fiction and episodic contexts. Whether students are working alone as documentary cinematographers or taking on gaffer and grip roles as part of an expanded episodic camera and lighting team, we will provide the theory and practice required for students to more effectively utilise lighting and camera movement skills as they undertake these positions.

The aim is to elevate understanding of and proficiency in these important craft skills, to improve collaboration, planning and teamwork for Production, make assessable Production roles in the cinematography discipline more diverse and rewarding, and develop alternate pathways for future employment.

Through training exercises that involve role rotation, the technical capability and leadership responsibilities of the cinematographer and 1st AC (or camera assistant) will be fleshed out too. It's important that as camera department team members, students are aware of departmental architecture and alert to the most effective ways to work together, share ideas, find solutions to production challenges, and to keep their sets safe whilst striving for effective execution of their creative ideas.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply role specific creative actions that contribute directly to the successful realisation of individual shots, scenes and sequences.
INDUSTRY BEST PRACTICE	Understand how lighting and camera movement are critical elements of visual storytelling, enhancing style and feeling in screen images.
CONTEXTS & PERSPECTIVES	Build a broader set of understandings in lighting and camera movement applicable to a variety of different formats and production contexts.
ETHICAL PRACTICE	Develop enhanced collaboration and planning skills, teamwork and problem solving as members of an inclusive team striving for a collective vision.

Subject: Production Coordination Fundamentals

Subject code	SCRN2058
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

In Screen Business 1 students learn how to schedule and budget short form production. They learn the different roles in production department such as producer, production manager, production coordinator and production assistant. They also gain a general understanding of how the screen industry and financing models work.

This elective builds on that knowledge by adding detailed information about scheduling and managing workloads, both in linear and non-linear productions. It examines these skills using both fiction and non-fiction formats. Students learn about budgeting and cost reporting, as well how to manage a production crew.

Subject Learning Outcomes

INDUSTRY BEST PRACTICE	Engage critically with discipline specific and generalist roles by making informed use of the conventions, language, practices and processes to create a strategic career plan.
CONTEXTS & PERSPECTIVES	Synthesise a range of critical, analytical and reflective approaches in the analysis of complex risks and opportunities in a range of production and business environments to inform a strategic career plan.
ETHICAL PRACTICE	Integrate appropriate pathways and protocols that address the importance of social and cultural influences in business practice on the values, beliefs and behaviours of clients, colleagues and audiences.

Subject: Episodic Production

Subject code	SCRN2051
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

The exciting realm of Episodic Series Production allows students to immerse themselves in the fast-paced and collaborative environment of series storytelling, where the demand for skilled professionals is continuously growing.

This semester, you'll have the chance to work across multiple episodes, collaborate in larger teams, and explore new roles within a professional production hub. This hands-on experience is crucial for mastering the complexities of episodic formats and boost your employability in the screen industry.

Students have the opportunity to bid for a role in a Fictional or Factual Entertainment series. Detailed briefs will be provided to guide you through the requirements and expectations of each project.

Subject Learning Outcomes

CREATIVITY & BUSINESS ACUMEN	Apply strategies and an understanding of the production process to create an Episodic series format and brand with a clear, consistent and unified vision that meet the parameters of a brief and impact a defined and targeted audience.
INDUSTRY FORM & PRACTICE	Demonstrate competence in the conventions, language, practices and processes needed to create episodic content in the screen industry context.
FRAMEWORKS & PERSPECTIVES	Understand fundamental concepts of genre theory, including how genres are defined and used, how they evolve, and the social functions they serve. Cultural specificity.
ANALYSIS	Analyse screen texts in relation to genre, understanding how genres function as storytelling structures and consider the use and manipulation of recognised genre conventions alongside form and style.
PEOPLE SKILLS	Apply appropriate leadership, teamwork and communication skills to create and foster positive, committed and collaborative approaches within professional business and episodic production environments.
CRAFT SKILLS	Identify and apply appropriate craft and technical skills to solve challenging story and production problems to produce a defined vision through the creation of episodic screen stories.

Subject: Soundscapes and Hybrid Scores

Subject code	SCRN2055
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This course is designed to provide students with comprehensive foundational knowledge and practical skills for creating and working with electronic music. Subjects covered include working with MIDI, arranging and composing sequences using industry-standard Digital Audio Workstations (Apple Logic Pro and Ableton Live), composing musical motifs, and harnessing virtual instruments and synthesisers using open source and Adobe Suite software.

The course also introduces students to experimental and exploratory approaches to sound and electronic composition, enabling them to investigate unconventional methods, develop personal creative strategies and broaden their sonic vocabulary. Students will further develop their skills in mixing and mastering for screen contexts. By the end of the course, students will be able to apply electronic music production workflows — including both conventional and experimental methods — to a range of screen-based projects with developing industry-aligned competence.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply craft skills to creatively realise music for screen-based productions
INDUSTRY BEST PRACTICE	Demonstrate understanding of the techniques and procedures used by professional screen music producers and composers
CONTEXTS & PERSPECTIVES	Display an awareness of the conventions, language, and processes when working with music and sound in a screen industry context.
ETHICAL PRACTICE	Show an awareness of the factors that affect the production, audience reception and success of music in screen stories.

Subject: VFX, Virtual Production and AI Fundamentals

Subject code	SCRN2061
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This subject will establish a fundamental knowledge base in the development, creation and management of visual effects, virtual and AI-assisted production. Through an investigation of professional workflows, students will be exposed to the language, terminology and image making practices behind modern VFX and virtual production workflows. Learning will be reinforced through small in-class exercises, culminating in a simple production exercise designed to demonstrate understanding of best practice planning rather than execution.

The language and terminology taught within this subject will also give each student the necessary vocabulary to communicate visual effects outcomes in a production environment, whilst targeted modules and exercises will prepare students to integrate visual effects workflows into wider production disciplines. All students will be introduced to visual effects at a general level, with an aim to understand core aims and objectives of visual effects storytelling, as well as industry standard workflows and practices. Students will engage with AI-enhanced workflows using free and open-source AI tools.

Subject Learning Outcomes

CREATIVITY & CRAFT SKILLS	Apply craft specific creative actions that contribute directly to the successful execution of a creative brief with a capacity to add value.
CONTEXTS & PERSPECTIVES	Manage workflow to demonstrate effective planning.
INDUSTRY BEST PRACTICE	Demonstrate understanding of key processes and language in virtual and visual effects craft.

Subject: Character Creation

Subject code	SCRN2054
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This elective offers a broad approach to creating and reinforcing character through costumes, set decoration, and props.

The Costume Design component explores the process from initial costume breakdowns, research, budgeting and mood boarding, through to costume illustration and fittings. A series of lectures exploring the process of costume creation and departmental roles will be followed by workshops in which students engage in practical exercises such as costume breakdowns, budgets, sourcing, and costume illustration. These all feed into an overarching project in which they craft a costume for a character to fit into the set they dress and shoot in the Set Dec component.

In the Set Decoration and Props component students explore how to use space, decor and objects as storytelling devices. Lectures will examine the decoration process, key crew roles, and the collaborative aspects of working in the Set Dec and Props departments. Workshops then give the students hands-on experience in undertaking props and dressing breakdowns, selecting and/or designing objects to serve as visual storytelling devices while sourcing objects and dressing them into a set to design, craft and shoot stills of a small scenario including a character in full costume.

Subject Learning Outcomes

INDUSTRY BEST PRACTICE	Develop key knowledge of the language, conventions, practices and processes used to conceive and communicate visual strategies in costume design, prop making and set decoration.
CONTEXTS & PERSPECTIVES	Express creative intentions through careful analysis and planning to identify and quantify the resources required for the design and decoration of a set and specific costume.
CREATIVITY & CRAFT SKILLS	Demonstrate a range of discipline specific skills essential for the successful conception and execution of a costume design and set decoration scheme.

BA Year 3**Subject: Screen Industries**

Subject code	SCRN 3016
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

In Year 3, the focus is on employability across both semesters. This Screen Industries core subject is centred around developing transferable skills, a career plan, and a portfolio of work, supported by the development of a resume and a cover letter. As with previous years, it also takes a closer look at the economic and business models, with an emphasis on developing proof of concepts in Production as a pathway to careers in the screen industry.

The subject examines employability from the perspective of the various business opportunities that graduates may encounter in the media industries (whether in self-employment, or as an employee, and / or as a small start-up company) and, secondly, through the marketing principles enabling the creation of a marketable brand. From there, you will develop a career strategy, which brings together the elements of brand, skill set and voice.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	To identify the business and production principles of screen content, and understand the specific roles and responsibilities of practitioners working within the screen industries and the career opportunities available to them.
INDUSTRY FORM AND PRACTICE	To demonstrate a working knowledge of the people, processes, and cultural and creative considerations throughout the various phases of producing screen content from development through to marketing and distribution.
ANLYSIS	To consider and compare the historical and contemporary limitations and opportunities around the business of creating and mapping out a career trajectory.
BUSINESS ACUMEN	To understand the value of both the individual and the content as a brand, and demonstrate an ability to apply this knowledge in both the creation and distribution of content, and the promotion of self.
CULTURAL COMPETENCY	To understand the ethical impact of production and distribution on key cultural stakeholders including client, colleague and audiences, as well as the represented community, and responding to them appropriately.
PEOPLE SKILLS	To utilise personal skills and knowledge developed throughout the course to establish connections with peers and industry. To demonstrate the ability to engage and interact effectively and respectfully with peers in both leaders support roles.

Subject: Proof of Concept

Subject code	SCRN 3033
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This subject gives you the chance to develop a strong, industry ready Proof of Concept that anchors your professional portfolio. You will create original material such as a trailer, scene, animation, branded content, or series concept while building skills in scripting, production workflows, and project management. Along the way, you'll learn how to shape ideas that are ready to pitch to employers, collaborators, and funding bodies with work that clearly shows your creative voice and industry potential.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	To identify the business and production principles of screen content, and understand the specific roles and responsibilities of practitioners working within the screen industries and the career opportunities available to them.
CREATIVITY	Create original, long form screen story pitches that synthesise form, content and voice into an authentic creative vision that informs and emotionally engages an audience.
INDUSTRY FORM AND PRACTICE	Engage critically with production by making informed use of the conventions, language, practices and processes to create and evaluate screen productions in relation to a dynamic industry environment.
BUSINESS ACUMEN	Devise strategies that identify and capitalise on opportunities through enterprising and adaptive approaches to organising and managing projects for a defined long form market.
CRAFT SKILLS	Implement specialist craft and technical skills to execute innovative story solutions and achieve a creative vision in the production of long form screen content.
PEOPLE SKILLS	Create positive, committed and collaborative approaches within professional business and production environments by synthesising a range of leadership, teamwork and communication skills.

Subject: Directing

Subject code	SCRN 3022
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This subject deepens your directing practice by showing how tone, performance, and screen language come together from pre to postproduction. You will refine your own directing approach, develop and pitch a long form project, and build confidence handling complex scenes, big casts, moving cameras, and emotionally demanding performances. You will also gain practical strategies for working with casting directors, actors, children, VFX, stunts, and blocking scenes. By the end, you will have a stronger creative voice and the skills to direct professional level work.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Understand the unique requirements and best practice of working with children, casting directors, and specialists such as consultants, fight choreographers, intimacy coordinators, and VFX artists.
CREATIVITY	Explore your original creative voice and point of view in the development of your own directing practice, methodology and communication of your creative ideas.
INDUSTRY FORM AND PRACTICE	Expand director pitching skills to articulate ideas about screen language, casting, directing performance, personal connection, areas of research and consultation and present in a tone that compliments the project.
CULTURAL COMPETENCY	Gain greater awareness, appreciation and ability to respectfully leverage the shifting social and cultural context to work inclusively with diverse collaborators and serve a diverse audience.
CRAFT SKILLS	Synthesise theory and practice of directing performance, camera, post and a range of screen language elements to execute your vision to tell a screen story.
PEOPLE SKILLS	Gain an understanding of what it means to be a trauma-informed director and develop ideas on how to create positive, committed and collaborative approaches within professional environments by using a range of leadership, teamwork and communication skills.

Subject: Editing

Subject code	SCRN 3023
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This subject deepens your directing practice by showing how tone, performance, and screen language come together from pre to post production. You will refine your own directing approach, develop and pitch a long form project, and build confidence handling complex scenes, big casts, moving cameras, and emotionally demanding performances. You will also gain practical strategies for working with casting directors, actors, children, VFX, stunts, and designing intimate scenes. By the end, you will have a stronger creative voice and the skills to direct professional level work.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Integrate cultural, technological, and historical viewpoints to craft edited sequences that define personal and global connections.
CREATIVITY	Synthesise form and content into authentic, emotionally engaging screen stories, showcasing originality and creative vision in the editing process.
INDUSTRY FORM AND PRACTICE	Develop critical engagement with post-production roles, utilising conventions, language, and practices to create diverse edited sequences.
CULTURAL COMPETENCY	Foster sensitivity to social and cultural meaning in visual design, developing practices that respect diverse values and beliefs in Editing.
CRAFT SKILLS	Execute innovative story solutions with specialist editing craft skills and technical acumen, achieving a creative vision in producing edited sequences.
PEOPLE SKILLS	Cultivate positive, committed, and collaborative approaches in professional editing environments, emphasising leadership, teamwork, and effective communication.

Subject: Producing

Subject code	SCRN 3029
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This elective is designed to teach producing skills in the development of both linear and non-linear workflows across multiple formats including web series, television, VOD and feature film.

By creating script coverage reports you will understand the key elements that agents, financiers and funding bodies are looking for.

You will also gain insight into the creative and business development side of producing by developing a draft screen agency application, bridging the gap between storyteller, intended audience and pathways for funding and distribution. You will learn how to pitch ideas, recruit a team, and create a budget for your projects as well as develop entry level skills for aspiring producers. You will apply this knowledge as you develop your own projects.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Consider the pathways to audience and avenues for financing and distribution for different types of content and develop a detailed understanding of the commercial potential of screen projects.
ANALYSIS	Equip students with analytical methods to break down, evaluate and effectively identify the potential of unproduced screenplays and their own ideas.
INDUSTRY FORM AND PRACTICE	Consider the requirements and process of an Australian screen agency application as applied to their own projects.
BUSINESS ACUMEN	Identify strategies and opportunities across the screen industries, including enterprising and adaptive approaches to grant preparation, application and pitching.

Subject: Screenwriting

Subject code	SCRN 3026
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This Screenwriting elective integrates students' learning of story principles to originate and develop long form narrative content for contemporary screen audiences.

Through lectures and workshops, you will explore feature films, TV series and interactive games to identify how these longer form formats utilise story elements to create engaging emotional experiences. You will then apply these insights to the development of your own original work for your chosen platform to consider as part of an industry facing graduation portfolio.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Make active and informed use of cultural and historical perspectives when creating screen stories, and demonstrate understanding of the relationship between their content, themselves, the story formats, and the world around them.
CREATIVITY	Create original, long-form screen stories that synthesise form, content and voice into an authentic creative vision that informs and/or emotionally engages an audience.
INDUSTRY FORM AND PRACTICE	Engage critically with the role of the screenwriter and other specialist story roles by making informed use of the conventions, language, practices and processes to create and develop long-form stories.
ANALYSIS	Implement specialist writing craft skills and techniques to execute innovative story ideas and problem-solving solutions to achieve a distinctive creative vision in the production of long-form screenplays.
CRAFT SKILLS	Implement specialist writing craft skills and techniques to execute innovative story ideas and problem-solving solutions to achieve a distinctive creative vision in the production of long-form screenplays.
CULTURAL COMPETENCY	Actively pursue appropriate pathways and protocols that take account of the importance of social and cultural influences around specific projects and their development processes, and that show respect for the values, beliefs and behaviours of associated clients, collaborators and audiences.

Subject: Screen Studies

Subject code	SCRN 3026
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

Screen Studies explores the historical, aesthetic, industrial and socio-cultural dimensions of fictional and non-fictional screen media. The course will provide you with an in-depth critical engagement through lectures, screening analyses, seminar discussions and engagement with critical literature. This intensive subject will provide you with the opportunity for a deeper exploration of a range of theoretical approaches and frameworks that have shaped the content, critical perspectives, and interpretation of cinema and television across the 20th century and into the 21st.

Across four distinct modules, the elective will explore: major developments in film theory and how they have shaped our understanding of screen storytelling; the Australian screen and how it has negotiated themes specific to our national context and more universal in nature; and case studies of specific movements, national cinemas and auteurs.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Utilise and critically assess a range of theoretical frameworks in the analysis and interpretation of audio-visual texts.
INDUSTRY FORM AND PRACTICE	Execute a personal research project, engaging academically and creatively with the conventions of the video essay format to prosecute a persuasive critical argument.
ANALYSIS	Synthesise a range of critical, analytical and reflective approaches to enhance both the student's understanding of other works and their own practice.
CULTURAL COMPETENCY	Synthesise understanding of the significance and complexity of issues of representation and cultural context in the interpretation and creation of screen content.

Subject: Sound Design

Subject code	SCRN 3027
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

This elective explores how sound can be harnessed in union with the moving image to create compelling screen stories. The semester will explore approaches used by professionals within the domain of Sound Post-Production and Sound Design.

It will examine how to enhance the production values and draw on industry practice when working with sound. Furthermore, the semester aims to extend skills and capabilities in working with the 'soundtrack' in relation to sound recording and audio post-production. It integrates creative approaches to sound design in a series of projects that build skill, knowledge and understanding. It introduces working with the industry standard Pro Tools software and hardware within a professional sound recording and mixing environment.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Utilise various perspectives to critically assess the relationship between the storyteller, sound and the world around them.
CREATIVITY	Apply knowledge and understanding of audio techniques as they apply to screen stories. Develop and produce innovative solutions that exploit the relationship between the soundtrack and the moving image.
INDUSTRY FORM AND PRACTICE	Demonstrate competence in the conventions, language, practices and processes to work with sound and music in a screen industry context.
ANALYSIS	Demonstrate competence in a range of critical, analytical and reflective approaches in the analysis of sophisticated sound and musical techniques to resolve complex problems and enhance their own practice.
CRAFT SKILLS	Identify and utilise appropriate craft techniques and technical skills in the composition of soundtracks to solve challenging story problems. To produce a defined and coherent sound design treatment exploring the thematic concerns of screen stories, that could be applied within long form projects.
CULTURAL COMPETENCY	Analyse and implement strategies that address the importance of social and cultural influences in sound and music on the values, beliefs and behaviours of clients, colleagues and audiences.

Subject: Cinematography

Subject code	SCRN 3020
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

The Cinematography Elective is a project-based training program that aims to develop each student's practice to a new level of technical skills and theoretical understandings directly applicable to real-world challenges. We focus on creative vision, planning and collaboration (particularly with Production Design) as well as deepening your knowledge and capacity for image control; from pre-production and testing to decisions made during shooting and adjustments that are possible or desirable to make during colour grading.

You will be guided as you refine your lighting skills, through careful exploration of contrast, colour and texture. You will gain valuable experience working with a professional Gaffer and Grip as well as a greater variety of camera, lighting and gripping tools, as they tackle the realisation of their specific visions.

Subject Learning Outcomes

CREATIVITY	Create screen stories through images that synthesise form, content and style into an authentic creative vision that informs and/or emotionally engage an audience.
INDUSTRY FORM AND PRACTICE	Engage critically with the role of the cinematographer by making informed use of the conventions, language, practices and processes used both to research and then create images in a screen industry context.
ANALYSIS	Synthesise a range of critical, analytical and reflective approaches to cinematography practice and technique to resolve complex problems and enhance their own work.
CRAFT SKILLS	Implement specialist cinematography craft and technical skills to execute innovative story solutions and achieve a consistent creative vision in the production of screen images.
CULTURAL COMPETENCY	Integrate appropriate pathways and protocols that address relationship accountability to the social and cultural aspects inherent to the process of image-making and the ways that images both affect and reflect the values, beliefs and behaviours of clients, colleagues and audiences.

Subject: Production Design

Subject code	SCRN 3024
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

The Production Design Elective develops students' awareness of art department roles, responsibilities, and craft at both foundational and detailed levels. The subject focuses on screen design in a real-world context, emphasising creative vision, expression and collaboration (particularly with Cinematography) through the pre-production, shoot and wrapping up of a project.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Synthesise design and art department practices with clear comprehension of how images convey story, emotion and narrative in varied social, historical and cultural contexts.
INDUSTRY FORMS & PRACTICE	Critically engage with design and art department practice in diverse forms of production, identifying how format and context shape the development and execution of ideas.
CREATIVITY	Apply sophisticated creative visual principles and techniques to develop, communicate and execute designs in support of a variety of screen narratives.
ANALYSIS	Apply advanced theoretical frameworks to effectively analyse, evaluate and compose complex visual elements.
CRAFT SKILL	Employ innovative creative and collaborative craft skills to the design and facilitation of screen artefacts across a broad range of formats.

Subject: Creative Development

Subject code	SCRN 3018
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Core

Subject Overview

This subject aims to extend the focus on career from Screen Industries and further develop skills in devising applications and preparing for interviews in the lead up to completing the course. This semester, Creative Development is aligned with your Graduation Project elective and Industry Placement elective, so the three subjects should be viewed as complementary; each will inform the other. Your assessments will reflect that as they are designed to form a unified body of work.

Students are asked to draw on what they have learnt from previous subjects this year to strategically choose and develop a proposal for a Graduation Project elective or choose an Industry Placement elective, that will assist them in taking the first step on their career path. As part of this, students will be required to justify how their project meets their specific stated career aims within an evolving screen industry. A greater focus this semester will be on transferable skills in the lead-up to graduation and seeking employment. Lecturers will help guide students in the development of their projects through workshops and mentoring.

Essentially, the weeks will be divided between development of graduation projects, preparing for Industry Placement, and development of statements of interest for internship opportunities, in addition to attending an assessable interview in preparation for these.

Subject Learning Outcomes

FRAMEWORKS & PERSPECTIVES	Make active and informed use of cultural, economic, technological and historical perspectives when creating and analysing audience-focussed screen productions and understanding the relationship between their own creative practice and commercial considerations
BUSINESS ACUMEN	Devise strategies that identify and capitalise on opportunities across the screen industries, including defining and communicating what they can offer potential employers, funders and collaborators.
INDUSTRY FORM AND PRACTICE	Engages critically with key roles within screen content production by making informed use of the conventions, language, practices and processes to create screen productions in relation to a dynamic industry environment.
ANALYSIS	Synthesise a range of critical, analytical and reflective approaches to enhance their own practice.
PEOPLE SKILLS	Create positive, committed and collaborative approaches within professional business and production environments by synthesising a range of leadership, teamwork and communication skills

CULTURAL COMPETENCY	Integrate appropriate pathways and protocols that address the importance of social and cultural influences in business practice on the values, beliefs and behaviours of clients, colleagues and audiences
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Subject: Documentary

Subject code	SCRN 3032
Credit Points	6
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

The Documentary elective introduces you to a range of concepts that underpin documentary storytelling. You will participate in a series of workshops addressing industry and audience, creative ideation and ethical practices required in documentary-based storytelling across various formats. The elective is designed to empower emerging documentary makers to find their voice and develop project ideas. During the elective, you will work on developing materials for a documentary-based project which will be pitched to a real-world industry panel.

Subject Learning Outcomes

CREATIVITY	Create original screen stories with performances and visual language that synthesise form, content and voice into an authentic creative vision that informs and / or emotionally engages an audience.
INDUSTRY AND AUDIENCE	Engage critically with the role of the documentary maker by making informed use of the conventions, language, practices and processes to research, funding and audience to create compelling documentary screen stories.
PEOPLE SKILLS	Create positive, committed and collaborative approaches within professional environments by synthesising a range of leadership, teamwork and communication skills.
POWER, POSITIONALITY AND ACCOUNTABILITY	Actively engage in ethical documentary practice addressing the power, positionality and accountability in relation to story.

Subject: Graduation Project

Subject code	SCRN 3019
Credit Points	12
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

Graduation Project elective subject is the culmination of screen knowledge and craft skill acquired over the three years, preparing you to become a proficient screen creative. This final semester is designed to provide you with the opportunity to create screen content to facilitate early-career roles in the creative industries. You will have the choice to develop projects that align with your career aspirations, provided they adhere to the allocated parameters and resources. Projects must directly link to your career plans.

This course operates in conjunction with Creative Development, where project ideas in pre-production are critically evaluated by Lecturers and peers, ensuring alignment with career goals. This is a double credit subject, whereby, the extended shoot block and additional shoot days emphasise the importance of the final graduation piece of up to 10 minutes maximum

Subject Learning Outcomes

BUSINESS ACUMEN	Develop career-focused screen content with the potential to exploit employment or funding opportunities.
CREATIVITY	Create original screen content that conveys a clear creative vision and demonstrates a distinctive approach to screen storytelling that engages an audience.
INDUSTRY FORMS AND PRACTICE	Engage critically with production, including safety requirements, by making informed use of the conventions, language, practices and processes to create career-focused screen content.
CULTURAL COMPETENCY	Integrate appropriate strategies and protocols that address the importance of social and cultural influences in production on the values, beliefs and behaviours of clients, colleagues and audiences.
PEOPLE SKILLS	Create positive, committed and collaborative approaches within professional business and production environments by synthesising a range of leadership, teamwork and communication skills.
CRAFT SKILLS	Synthesise specialist craft and technical skills with creative intention to create a distinctive vision for screen content

Subject: Industry Placement

Subject code	SCRN 3030
Credit Points	12
Mode of Delivery	Multi modal
Subject type	Elective

Subject Overview

The Industry Placement elective is designed to allow you to test, apply and reflect on the skills, strategies and knowledge you need to achieve your professional goals while working in a commercial and/or broadcast environment. As an alternative to the Graduation Project elective, the Industry Placement elective has the potential to offer multiple production or industry roles over a 3-week period (or done over a longer period in semester 2 according to the needs of the industry organisation). Working under supervision in a professional setting you will be exposed to industrial time frames, current technical processes and Industry best practice.

You will develop a professional relationship with a production company or industry organisation and build your network prior to graduation. As you drive the recruitment of your position, your presentation skills developed in Screen Industries and network building capabilities are also developed.

Subject Learning Outcomes

BUSINESS ACUMEN	Synthesise opportunities within the screen industries, practising enterprising and adaptive approaches to organising and managing a variety of projects set by an employer.
INDUSTRY FORMS AND PRACTICE	Work and perform tasks for industry-focused projects in a commercial environment using the conventions, practices and processes involved at a professional standard.
CULTURAL COMPETENCY	Practice creative and interpersonal strategies that address the importance of social and cultural influences on the values, beliefs and behaviours of clients, colleagues, and audiences according to the values of a screen production organisation or company.
PEOPLE SKILLS	Demonstrate positive, committed, and collaborative approaches within professional environments by using a range of teamwork and communication skills.

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Australian Film Television and Radio School

The Entertainment Quarter
Moore Park
Sydney NSW 2021

TEQSA Provider ID: PRV12011
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