
SUBJECT: FILM, TELEVISION AND NEW MEDIA

STATUS: Authority Subject

CODE: FTV

COST: TBA

COURSE OVERVIEW:

Senior Film, Television and New Media is based on a two year uninterrupted course beginning in Year 11. Students study the design, production and critique of products by using five key concepts that operate in the contexts of production and use. These key concepts are:

Technologies: the tools and associated processes that are used to create meaning to moving-image media production and use.

Representations: constructions of people, places, events and emotions that are applied to create meaning in moving-image media production and use.

Audiences: individuals and groups of people for whom moving-image products are made, and who make meanings when they use these products.

Institutions: the organisations and people whose operational processes and practices enable or constrain moving-image media production and use.

Languages: systems of signs and symbols organised through codes and conventions to create meaning in moving-image media production and use.

COURSE STRUCTURE

Film, Television and New Media is a mixture of creativity and technology and focuses on design, production and critique.

Students, for example, could

- Explore a range of products and contexts such as historical and contemporary, Australian and international, commercial and non-commercial, independent and mainstream, established media and new media
- Make productions for real audiences, such as a local or school audience, an audience associated with a film festival or competition or an online audience for their products
- Interact with guest speakers from industry or online
- Take part in excursions to cinemas, film, TV and animation studios
- Discuss, analyse and evaluate concepts and ideas
- Complete a storyboard based on a film script/screenplay identifying different shots, angles, composition, timing and transitions
- Design a product for two different audiences, eg, alternative, mainstream, fringe, resistant, niche, minority, youth, local, global
- Investigate how community standards, decisions about public funding, and political decisions affect production and use
- Compare the social and cultural conventions used in creating meaning in products made in two different countries
- Use editing technologies to manipulate and juxtapose images produced by others to create various meanings and critique these
- Make a product that incorporates the principles for successful interactivity
- Plan and organise for production
- Work effectively in groups
- Solve technical and other problems.

ASSESSMENT TECHNIQUES:

Both Years 11 and 12 consist of practical and written assessment.

Designs for products include: using oral and written treatments, character outlines, level descriptions (for video games), screen shots for websites or video games, character images, three-columns scripts, film script/screenplay, shooting script/shot list, storyboard.

Products (whole or part) include: whole or sequence of a video, animation, video game, whole or segment of camera footage, editing, soundtrack, advertisement

Critiques include: extended writing (such as analytical essay, research assignment, report, feature article), oral presentation (such as interview, report, seminar, debate, voiceover on a production, director's commentary), moving-image media format.

SPECIAL REQUIREMENTS:

Nil