



UNSW Course Outline

MDIA2014 Time, Space, Experience - 2024

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General Course Information

Course Code : MDIA2014

Year : 2024

Term : Term 1

Teaching Period : T1

Is a multi-term course? : No

Faculty : Faculty of Arts, Design and Architecture

Academic Unit : School of the Arts and Media

Delivery Mode : In Person

Delivery Format : Standard

Delivery Location : Kensington

Campus : Sydney

Study Level : Undergraduate

Units of Credit : 6

Useful Links

[Handbook Class Timetable](#)

Course Details & Outcomes

Course Description

Note: The course code for this course was previously MDIA1000

Time, space, and experience are essential elements of media production, which means having

skills and knowledge in how they work is vital for media practitioners. In this hands-on production course, you will work with time, space, and experience as you learn and practice fundamental concepts and techniques for graphic design, animation and interaction design. Thinking about time, whether it is a single moment captured in time or multiple movements across time is an essential part of any media production. You also need to consider space and the way that elements can be composed and layered across many dimensions. During this design process you will pay close attention to the experience of your audience and to the impacts of both space and time within your design. As you work on creative projects in this course, you will learn strategies for developing concepts, communicating ideas, solving problems, and improving your skills.

Relationship to Other Courses

These core graphic design, animation and interaction design skills will be useful in all future screen production and visually oriented course.

Course Learning Outcomes

Course Learning Outcomes
CL01 : Apply foundational principles in graphic design, animation and/or interaction design within a creative media production project.
CL02 : Creatively solve problems when developing media productions.
CL03 : Communicate ideas through media production.
CL04 : Engage in independent and reflective learning.

Course Learning Outcomes	Assessment Item
CL01 : Apply foundational principles in graphic design, animation and/or interaction design within a creative media production project.	<ul style="list-style-type: none">• Graphic Design Task• Interaction Design Task
CL02 : Creatively solve problems when developing media productions.	<ul style="list-style-type: none">• Interaction Design Task
CL03 : Communicate ideas through media production.	<ul style="list-style-type: none">• Graphic Design Task• Interaction Design Task
CL04 : Engage in independent and reflective learning.	<ul style="list-style-type: none">• Weekly Activities

Learning and Teaching Technologies

Moodle - Learning Management System

Learning and Teaching in this course

Please see Moodle for further course details.

Additional Course Information

Please see Moodle for assessment for additional information.

Assessments

Assessment Structure

Assessment Item	Weight	Relevant Dates
Weekly Activities Assessment Format: Individual	20%	Due Date: Weekly
Graphic Design Task Assessment Format: Individual	30%	Due Date: 07/03/2024 05:00 PM
Interaction Design Task Assessment Format: Individual	50%	Due Date: 09/04/2024 05:00 PM

Assessment Details

Weekly Activities

Assessment Overview

Single-attempt multiple choice or short answer activities. Feedback via course LMS.

Course Learning Outcomes

- CL04 : Engage in independent and reflective learning.

Detailed Assessment Description

There are 6 untimed Quiz activities that together contribute to your **20% grade** for this task. Each quiz has questions that will test your understanding of the content on the weekly course Lecture pages. The O-Week quiz has no grade attached, allows multiple attempts, and can be attempted at any time before 4pm on the Monday of week 4. You can use it to familiarise yourself with the quiz interface. The six other Quizzes are single-attempt and have a **hard** deadline of **4pm** on the Monday **after** their associated lecture week. Below is a summary of each Quiz topic and its grade percentage.

Please see Moodle for assessment instructions and guidelines

Graphic Design Task

Assessment Overview

Sequence of images. Feedback via course LMS

Course Learning Outcomes

- CL01 : Apply foundational principles in graphic design, animation and/or interaction design within a creative media production project.
- CL03 : Communicate ideas through media production.

Detailed Assessment Description

For this task, you will create graphic designs to define the look and feel of the visuals in your Interaction Design Task project.

Please see Moodle for assessment instructions and guidelines`

Interaction Design Task

Assessment Overview

Short interactive animation with sound.

Feedback via course LMS.

Course Learning Outcomes

- CL01 : Apply foundational principles in graphic design, animation and/or interaction design within a creative media production project.
- CL02 : Creatively solve problems when developing media productions.
- CL03 : Communicate ideas through media production.

Detailed Assessment Description

For this task, you will be creating a short 2D side-scrolling interactive experience using the software Unity and graphics you create in Adobe Photoshop. 4

Please see Moodle for assessment instructions and guidelines

General Assessment Information

Please see Moodle for assessment instructions and guidelines

Grading Basis

Standard

Requirements to pass course

Please see Moodle for assessment instructions and guidelines

Course Schedule

Teaching Week/Module	Activity Type	Content
Week 1 : 12 February - 18 February	Other	Design Elements and Principles Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 2 : 19 February - 25 February	Lecture	Typography, Colour and Composition Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 3 : 26 February - 3 March	Lecture	The Graphic Design Task Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 4 : 4 March - 10 March	Lecture	Making things Move Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 5 : 11 March - 17 March	Lecture	Communicating with Sound Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 6 : 18 March - 24 March	Other	Break Week
Week 7 : 25 March - 31 March	Lecture	The Interaction Design Task Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 8 : 1 April - 7 April	Lecture	Designing for Experience Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 9 : 8 April - 14 April	Lecture	Play Testing Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 10 : 15 April - 21 April	Lecture	Debugging and Handing in Students will access and/or attend 1 x Lecture, 1 x Tut Lab, 1 x Studio Please see Moodle for class details, and MyTimetable for location/time details.
Week 11 : 22 April - 28 April	Lecture	

Attendance Requirements

Students are strongly encouraged to attend all classes and review lecture recordings.

General Schedule Information

Please see Moodle for additional weekly details.

Course Resources

Prescribed Resources

Please see Moodle for further course details.

Recommended Resources

Please see Moodle for further course details.

Additional Costs

None

Course Evaluation and Development

Please see Moodle for further course details.

Staff Details

Position	Name	Email	Location	Phone	Availability	Equitable Learning Services Contact	Primary Contact
Lecturer	Tom Smith		Webster Building - Level 3		via email	Yes	Yes

Other Useful Information

Academic Information

Due to evolving advice by NSW Health, students must check for updated information regarding online learning for all Arts, Design and Architecture courses this term (via Moodle or course information provided).

Please see: <https://www.unsw.edu.au/arts-design-architecture/student-life/resources-support/protocols-guidelines> for essential student information relating to:

- UNSW and Faculty policies and procedures;
- Student Support Services;
- Dean's List;

- review of results;
- credit transfer;
- cross-institutional study and exchange;
- examination information;
- enrolment information;
- Special Consideration in the event of illness or misadventure;
- student equity and disability;

And other essential academic information.

Academic Honesty and Plagiarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

- **Copying:** Using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This includes copying materials, ideas or concepts from a book, article, report or other written document, presentation, composition, artwork, design, drawing, circuitry, computer program or software, website, internet, other electronic resource, or another person's assignment without appropriate acknowledgement.
- **Inappropriate paraphrasing:** Changing a few words and phrases while mostly retaining the original information, structure and/or progression of ideas of the original without acknowledgement. This also applies in presentations where someone paraphrases another's ideas or words without credit and to piecing together quotes and paraphrases into a new whole, without appropriate referencing.
- **Collusion:** Working with others but passing off the work as a person's individual work. Collusion also includes providing your work to another student for the purpose of them plagiarising, paying another person to perform an academic task, stealing or acquiring another person's academic work and copying it, offering to complete another person's work or seeking payment for completing academic work.
- **Inappropriate citation:** Citing sources which have not been read, without acknowledging the "secondary" source from which knowledge of them has been obtained.
- **Duplication ("self-plagiarism"):** Submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another university.

The UNSW Academic Skills support offers resources and individual consultations. Students are also reminded that careful time management is an important part of study. One of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items. UNSW

Library has the ELISE tool available to assist you with your study at UNSW. ELISE is designed to introduce new students to studying at UNSW, but it can also be a great refresher during your study.

Completing the ELISE tutorial and quiz will enable you to:

- analyse topics, plan responses and organise research for academic writing and other assessment tasks
- effectively and efficiently find appropriate information sources and evaluate relevance to your needs
- use and manage information effectively to accomplish a specific purpose
- better manage your time
- understand your rights and responsibilities as a student at UNSW
- be aware of plagiarism, copyright, UNSW Student Code of Conduct and Acceptable Use of UNSW ICT Resources Policy
- be aware of the standards of behaviour expected of everyone in the UNSW community
- locate services and information about UNSW and UNSW Library

Use of AI for assessments

As AI applications continue to develop, and technology rapidly progresses around us, we remain committed to our values around academic integrity at UNSW. Where the use of AI tools, such as ChatGPT, has been permitted by your course convener, they must be properly credited and your submissions must be substantially your own work.

In cases where the use of AI has been prohibited, please respect this and be aware that where unauthorised use is detected, penalties will apply.

[Use of AI for assessments | UNSW Current Students](#)

Submission of Assessment Tasks

Turnitin Submission

If you encounter a problem when attempting to submit your assignment through Turnitin, please telephone External Support on 9385 3331 or email them on externalteltsupport@unsw.edu.au

Support hours are 8:00am – 10:00pm on weekdays and 9:00am – 5:00pm on weekends (365 days a year). If you are unable to submit your assignment due to a fault with Turnitin, you may apply for an extension, but you must retain your ticket number from External Support (along with any other relevant documents) to include as evidence to support your extension application. If

you email External Support, you will automatically receive a ticket number, but if you telephone, you will need to specifically ask for one. Turnitin also provides updates on their system status on Twitter.

Generally, assessment tasks must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible, alternative submission details will be stated on your course's Moodle site. For information on how to submit assignments online via Moodle: <https://student.unsw.edu.au/how-submit-assignment-moodle>

Late Submission Penalty

UNSW has a standard late submission penalty of:

- 5% per calendar day,
- for all assessments where a penalty applies,
- capped at five calendar days (120 hours) from the assessment deadline, after which a student cannot submit an assessment, and
- no permitted variation.

Students are expected to manage their time to meet deadlines and to request [Special Consideration](#) as early as possible before the deadline. Support with [Time Management is available here](#).

School Contact Information

School of the Arts and Media

Location: Room 312, Level 3 Robert Webster Building

Opening Hours: Monday -Friday, 9am - 5 pm

Email: sam@unsw.edu.au

Phone: +612 9385 4856

web: <https://www.unsw.edu.au/arts-design-architecture/our-schools/arts-media>