



Course Guide

CUA51015

**Diploma of Screen and Media
(Acting)**

Table of Contents

Overview	3
Delivery Mode	3
Contact Hours.....	4
Assessments	4
Course Structure	5
Semester 1: Acting 1	6
Semester 2: Acting 2	7
Course Completion	8
Course Evaluation.....	8

Overview

The Diploma of Screen and Media (Acting – CUA51015) provides graduates with the skills and knowledge required to be able to:

- Act for television, stage, film and current innovative screen and media technologies
- Perform voice-over work, presenting, narration, commercials, corporate/educational/life style presentations
- Undertake special effects work for innovative screen and media technologies such as green screen and physical animation character work
- Be prepared for actual Industry practice and protocols
- To have a clear sense of the skills and knowledge required to maintain and develop a career as an actor
- Produce a number of media projects utilising skills in cinematography, editing, screenwriting and sound

The Diploma of Screen and Media is a one-year full-time course delivered over two semesters.

Registered Training Organisation (RTO):	International Screen Academy Pty Ltd
RTO ID No:	40725
CRICOS No:	03361F
CRICOS Course Code:	080456F
ANZSCO (Australian and New Zealand Standard classification of Occupations) Code:	211100 Actors, Dancers And Other Entertainers
ASCED Code (Field of education):	1001 Performing Arts
National course code:	CUA51015

Delivery Mode

Delivery will be mainly workshop based and through face-to-face training in small or large groups (i.e. 4, 8, 16 individuals). The delivery method is designed to be flexible and may change according to a particular project or student requirements.

The concept of contract-based learning is used as an educational support in all units of competency. Contract based learning simulates the real world obligations of the actor in employment contracts, industry protocols and obligations. In a training environment contract based learning promotes management and negotiation skills that are critical to fostering effective collaborative creative work.

Many areas of the Course include collaborative work and where appropriate assessment activities will be undertaken in groups in a manner designed to reflect actual Industry practice. Particular emphasis will be placed on the need to articulate personal creative goals within a collaborative undertaking with a strong focus on potential conflict and professional resolution of conflict.

Contact Hours

The full-time study program comprises two semesters of 16 weeks duration delivered over one year. Each semester has a one week mid-semester break.

The week is based on 21 contact hours and between 10-20 plus hours of contract based learning per week over the one-year course.

Assessments

A range of assessment activities are incorporated into the course including:

- Written and oral questioning
- Observation of performance/s
- Review of documented logs maintained by candidates
- Effective participation in group/teamwork
- Workplace simulations
- Third party reports regarding performance when presenting in specialist facilities and resources

Assessment will be based on activities carried out over a period of time. Assessment will ensure access to a range of specialist facilities and resources, written documentation and industry documents. Simulations will be based on industry practice and/or include instruction from working professionals.

Some project work is conducted over a period of time – as specified in the Assessment Tools.

Note: assessments become more detailed as the Course progresses.

Some specialist and guest trainers may participate in assessment teams.

Students will also undertake peer review assessment during Scenework.

The completion of all assessments is compulsory and must be completed in the format requested by your trainer. Assessments allow trainers to evaluate your competency for a unit of competency. If a student does not complete the required assessment they may be assessed as 'not competent' for a unit of competency. To be awarded the Diploma of Screen and Media, students must have successfully completed of all units of competency.

Course Structure

The one-year Diploma of Screen and Media is structured across two semesters and students progress through 15 units of competency.

The 15 units of competency are listed below:

CUA51015 Diploma of Screen and Media (Acting)	
Code	Unit of Competency
BSBCRT402	Collaborate in a creative process
BSBCRT501	Originate and develop concepts
CUACAM401	Shoot a wide range of screen content
CUACAM501	Shoot material for screen productions under special conditions
CUADRT501	Direct rehearsals of performers
CUADRT502	Direct performers for screen productions
CUAIND401	Extend expertise in specialist creative fields
CUAIND502	Maintain and apply creative arts industry knowledge
CUAPOS401	Edit screen content for fast turnaround
CUAPPR405	Develop and discuss ideas for own creative work
CUAPPR502	Develop own sustainable professional practice
CUAPPR505	Establish & maintain safe creative practice
CUAWRT502	Develop storylines & treatments
SCRAAS603	Apply a range of acting skills in sustained performances for camera
SCRVSA605	Develop and integrate vocal skills for screen acting

Semester 1: Acting 1

Acting 1 prepares students to act in a screen based media (TV, film etc.) environment. Students will undertake core acting training; foundation voice, movement, improvisation, script analysis, research, and the development of the individual creative process.

Studies will involve an exploration of the actor's relationship to all personnel involved in production and post-production. Lines of authority, protocols, documentation, professional language and collaborative work practices are key topics.

Students will also undertake camera and broadcast work. At this stage the emphasis is on the integration of technical, creative and learning personal preparation processes (for future castings and performance).

During Acting 1, all students undertake exercises which explore Work Health and Safety.

To facilitate effective teaching/learning outcomes the timetable is structured with elements of the units of competency under subject headings. In Acting 1 the Units of Competency and relevant subjects are:

Delivery Sequence	
Subject	Unit of Competency
Acting 1	SCRAAS603 Apply a range of acting skills in sustained performances for camera CUAPPR405 Develop and discuss ideas for own creative work
Improvisation 1	SCRAAS603 Apply a range of acting skills in sustained performances for camera BSBCRT501 Originate and develop concepts
Movement 1	BSBCRT402 Collaborate in a creative process
Technology Craft 1	CUAPPR505 Establish & maintain safe creative practice CUACAM501 Shoot material for screen productions under special conditions CUACAM401 Shoot a wide range of screen content
Voice 1	SCRVSA605 Develop and integrate vocal skills for screen acting

Semester 2: Acting 2

Acting 2 continues training in acting, voice, movement, improvisation, script analysis, research, and the development of the individual creative process. The semester also introduces writing for film, presenting and the development of presenting personas to further extend and broaden the abilities of the students.

Studies involve a more detailed exploration of the actor's relationship to all personnel involved in production and post-production. Lines of authority, protocols, documentation, professional language and collaborative work practices are key topics. Special attention is paid to critical personnel who will shape and impact a student's future performances (e.g. directors, DOPs, editors).

Students will also undertake more detailed camera and broadcast work including coverage, shot composition, lenses, close/mid/long shot, reverses, continuity, cheats, hand held camera, lights, hitting marks, locations, audio technologies. At this stage the emphasis is on the integration of technical, creative and learning personal preparation processes (for future castings and performance).

The Units of Competency and relevant subjects for Acting 2 are:

Delivery Sequence	
Subject	Unit of Competency
Acting 2	SCRAAS603 Apply a range of acting skills in sustained performances for camera CUADRT501 Direct rehearsals of performers CUAPPR405 Develop and discuss ideas for own creative work
Casting / Screen Testing	SCRAAS603 Apply a range of acting skills in sustained performances for camera CUAIND401 Extend expertise in specialist creative fields
Improvisation 2	BSBCRT501 Originate and develop concepts
Movement 2	BSBCRT402 Collaborate in a creative process
Production	CUAWRT502 Develop storylines & treatments CUAPOS401 Edit screen content for fast turnaround
Sustainable Career Practice	CUAPPR502 Develop own sustainable professional practice CUAIND502 Maintain and apply creative arts industry knowledge CUAPPR405 Develop and discuss ideas for own creative work CUAPPR505 Establish & maintain safe creative practice
Technology Craft 2	CUACAM501 Shoot material for screen productions under special conditions CUACAM401 Shoot a wide range of screen content CUADRT502 Direct performers for screen productions
Voice 2	SCRVSA605 Develop and integrate vocal skills for screen acting

Course Completion

On successful completion of all units of competency students will be issued with the Diploma of Screen and Media (CUA5105). Students who do not complete the entire course of study will be issued a Statement of Attainment for individual units of competency successfully completed.

Course Evaluation

At the end of every semester, ISA will evaluate the course as part of ISA's continuous improvement process. This is done with students completing a Learners Engagement Survey and trainers completing an Employer Satisfaction survey. The survey gives ISA staff valuable feedback from students and trainers.

ISA will provide students and trainers with a response on the feedback from the surveys and outcomes they can expect from ISA staff to continually improve ISA's education, training and student support services.