



MMCC2120

Arts and Entertainment Industries

Session 1, Weekday attendance, North Ryde 2020

Department of Media, Music, Communication and Cultural Studies

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General Information

Unit convenor and teaching staff

Unit Convenor and Lecturer

Stefan Solomon

stefan.solomon@mq.edu.au

Contact via Email

Building 10HA, Room 152

By appointment

Credit points

10

Prerequisites

40cp at 1000 level or above

Corequisites

Co-badged status

Unit description

Creativity lies at the core of the contemporary arts and entertainment industries. In this unit, we will explore a number of themes around creative work, including the performing arts. We explore how individuals work within creative collaborations, and how such collaborations or groups may be administered within the arts and entertainment industries. We will consider and investigate creative career options in the arts and entertainment industries, which will also involve discussion of cultural policies and the changing arts business environment. Prior arts or performing arts experience is not required.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://students.mq.edu.au/important-dates>

Learning Outcomes

ULO1: evaluate the structure and dynamics of contemporary arts and entertainment industries.

ULO2: generate ideas relating to the arts and entertainment industries.

ULO3: collaborate in ways that involve creative processes, critical thinking, problem solving and strategy.

ULO4: synthesize creative and cultural industries literatures.

ULO5: identify the major themes, issues and debates relating to the creative and cultural industries.

ULO6: apply concepts to specific arts and entertainment industry case studies.

General Assessment Information

Assessment Standards and the MQ Assessment Policy

Assessment standards in this unit align with the University's grade descriptors, available at: <http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policies/assessment>

Feedback

Feedback on assessments and student learning will be provided in a range of ways. Students will receive formal individual feedback on their assessments in the form of general, rubric and in-text comments attached to assignments marked in Grademark/Turnitin. They may receive further individual feedback from the unit staff in email communication and personal consultations.

Late Submission Penalty

“Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.”

Requesting a Remark

See the following MMCCS Session Re-mark Application Form: <http://www.mq.edu.au/pubstatic/public/download/?id=167914>

Assessment Tasks

Name	Weighting	Hurdle	Due
Case Study Analysis	25%	No	25 March
Collaborative Project	35%	No	4, 11 or 18 May
Creative Careers Research	40%	No	5 June

Case Study Analysis

Assessment Type ¹: Essay

Indicative Time on Task ²: 15 hours

Due: **25 March**

Weighting: **25%**

A case study analysis of an artist, artistic work or creative project within the contemporary arts and entertainment industries.

On successful completion you will be able to:

- evaluate the structure and dynamics of contemporary arts and entertainment industries.
- synthesize creative and cultural industries literatures.
- identify the major themes, issues and debates relating to the creative and cultural industries.
- apply concepts to specific arts and entertainment industry case studies.

Collaborative Project

Assessment Type **1**: Project

Indicative Time on Task **2**: 35 hours

Due: **4, 11 or 18 May**

Weighting: **35%**

Students will collaborate with others to think of a creative project within the arts and entertainment industries, working together to design and plan a pitch that will be presented in tutorials. Students will then reflect individually on their group project and on the final pitch in the form of an individual process reflection.

On successful completion you will be able to:

- evaluate the structure and dynamics of contemporary arts and entertainment industries.
- generate ideas relating to the arts and entertainment industries.
- collaborate in ways that involve creative processes, critical thinking, problem solving and strategy.
- synthesize creative and cultural industries literatures.
- identify the major themes, issues and debates relating to the creative and cultural industries.
- apply concepts to specific arts and entertainment industry case studies.

Creative Careers Research

Assessment Type **1**: Report

Indicative Time on Task **2**: 25 hours

Due: **5 June**

Weighting: **40%**

A report on a chosen creative industry, with specific analysis of two roles within that industry. Students reflect on the career strategies associated with their chosen roles, as well as how these might align with their own personal interests and goals.

On successful completion you will be able to:

- evaluate the structure and dynamics of contemporary arts and entertainment industries.
- generate ideas relating to the arts and entertainment industries.
- synthesize creative and cultural industries literatures.
- identify the major themes, issues and debates relating to the creative and cultural industries.
- apply concepts to specific arts and entertainment industry case studies.

¹ If you need guidance or support to understand or complete this type of assessment, please contact the Learning Skills Team

² Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

CLASSES

MMCS220 Arts and Entertainment Industries will feature a one-hour lecture that will take place on Mondays at 9am in [10HA \(10 Hadenfeld Ave\) T1 Theatre](#). Lectures will be recorded using the Echo360 system. A number of lectures will be provided by guests with special knowledge in different topics. **From Week 2 onwards**, students are also required to attend a tutorial; several options are available on Mondays after the lecture.

ASSIGNMENT SUBMISSION

Written assessments (or the written components of an assessment, such as Assessment 2 - Collaborative project script and reflection) for this unit are to be submitted online via Turnitin, which can be accessed through the MMCC2120 iLearn site.

UNIT READINGS

Please access the listed weekly readings via Leganto on the MMCC2120 iLearn site. These will be used in discussion during tutorials and it is expected that you will utilise relevant readings in your written assessments. Additional recommended readings will also be listed on Leganto, with supplementary materials added as the semester progresses.

Please be advised that the unit schedule is subject to revision; refer to the iLearn site for any updates to this schedule.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central \(https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central\)](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)

- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#) (**Note:** *The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.*)

Students seeking more policy resources can visit the [Student Policy Gateway](https://students.mq.edu.au/support/study/student-policy-gateway) (<https://students.mq.edu.au/support/study/student-policy-gateway>). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central](http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<http://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/student-conduct>

Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit ask.mq.edu.au or if you are a Global MBA student contact globalmba.support@mq.edu.au

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

Learning Skills

Learning Skills (mq.edu.au/learningskills) provides academic writing resources and study strategies to improve your marks and take control of your study.

- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module for Students](#)
- [Ask a Learning Adviser](#)

Student Enquiry Service

For all student enquiries, visit Student Connect at ask.mq.edu.au

If you are a Global MBA student contact globalmba.support@mq.edu.au

Equity Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.