

# The *OnScreen* Course Guide

## Film & New Media Art

Welcome to the second edition of our OnScreen Film & New Media Course Guide. Created in 2005 in response to reader requests for guidance in selecting courses, the guide attempts to get to the fundamentals of increasingly complex courses as reflected in university and film & media school websites and handbooks. The web is the first port of call for many looking for courses that will suit them, so we've taken a close look at sites in terms of the information provided and the way it's presented. We hope that our guide makes comparing schools much easier.

Although a number of sites have improved significantly over the last year there are still too many which are difficult to navigate or, even when clear, manage to make key information hard to find. Surprisingly, information about teachers and lecturers is often not signposted clearly and is sometimes out of date. Reporting on graduate careers and successes is improving but in many cases remains a missed opportunity. Galleries of student work vary in quality, some of them graveyards for long gone ventures, others excellent indicators of a school's capacity to produce and display current work. However, detailed information on postgraduate research projects is more common and is helpfully telling about the character of a school.

The original guide was created by Dan Edwards with Keith Gallasch and Erin Brannigan, and this year has been extensively updated by Gail Priest with assistance from Kirsten Krauth.

All information is taken from the websites of the various institutions, except where handbooks have been consulted (an increasing number of these are now downloadable PDFs) and specific queries made direct to schools.

We hope you find the guide useful, either as a potential student in one of the many schools listed here or as an observer interested in comparing approaches to film and media arts training.

The guide can be downloaded from our website as a PDF. We welcome additional information from schools and comments from their graduates. RT



image courtesy of Sydney Film School

### Note on fees & abbreviations

Where possible fees have been indicated. Schools list them variously by cost per year, per course or per unit. Exact course costs should be verified with institutions. Where 2007 fees have yet to be announced we have listed those for 2006.

CSP: Commonwealth supported place (formerly HECS). Part costs are met by the Commonwealth, students contribute part payment calculated per subject and may be paid upfront or deferred. Universities set their own fees within Commonwealth guidelines.

RTS: Research Training Scheme (RTS) where the full cost of tuition is met by the Commonwealth.

**FV** : institution offers film/television/video courses

**NM** : institution offers digital media and/or new media arts courses

page details the Indigenous Program, designed to upgrade the creative and technical skills of Indigenous Australians already working in the film, television and radio industries. It includes details of successful Indigenous graduates and scholarships. Flexible delivery courses are offered in a range of modules including screen composition and digital media. A screenwriting course is available exclusively online.

### **NM** Charles Sturt University, School of Visual and Performing Arts

**Location:** Boorooma St, Wagga Wagga Campus NSW 2678

**Post:** Locked Bag 588, Wagga Wagga NSW 2678

**Phone:** 02 6933 2473

**Email:** kflaskas@csu.edu.au (Katrina Flaskas)

**Website:** www.csu.edu.au/faculty/arts/vpa/

**Subject areas:** television production - screen studies, visual storytelling, legal issues, multicamera and single camera TV production, postproduction, script analysis and directing; design for theatre & television - sets, lighting, sound, costumes and properties, production and stage management, television studio floor management; animation & multimedia - web authoring, design, animation and special effects, photomedia

**Qualifications:** Bachelor of Arts (Television Production) (Design for Theatre and Television) + Honours available; Television Production/Multimedia Arts double degree; Television Production/Graphic Design double degree; Master of Visual and Performing Arts; Doctorate of Visual and Performing Arts

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - ranges from \$890 to \$1100 per subject (8 point credit)

**Facilities:** multi-camera broadcast television studio with current widescreen digital technologies and a professional digital audio facility; 12 edit suites with Avid and Final Cut Pro, dubbing and viewing rooms, traditional linear (tape) edit suites and an audio track-lay facility; 4 camera Outside Broadcast Truck which is often hired by industry, giving students work experience; 13 broadcast cameras from DVcam to SP Betacam, tripods, jibs, dollies, lighting, portable audio equipment and accessories

**Teachers:** There is a directory of all staff with contact phone numbers, email addresses and biographies and includes new media artist and writer Johannes Klabbers.

**Graduates:** No information.

**Comments:** The school offers a number of Bachelor of Arts degrees, including specialisations in Television Production and Design for Theatre and Television. A new course in Animation and Special Effects will begin in 2007. Multimedia Arts is only available as part of a 4-year double degree eg Television Production/Multimedia. You can do a Master or Doctorate of Visual and Performing Arts (both include coursework + a supervised creative/practical project), specialising in TV production. Both postgraduate courses can be done either on campus or via distance education. The school stresses creative application of theoretical and practical skills rather than just technical training. Students must attend an interview and present examples of creative work to be considered for admission. The school's website structure is a bit confusing with the About the School section containing a range of information about courses different from those in the Courses section and links that take you round in circles. While the left hand menu is clear and easy to use, it is not clear when you click on the individual courses that all the information is readily available, eg course structure, subject description. Some of the links don't work and others take you out of the Arts Faculty section into very different university webpages. Restructuring this information would help, especially for the Postgraduate Program.

## NEW SOUTH WALES

### **FV** Australian Film, Television and Radio School (AFTRS)

**Location:** Cnr Epping and Balaclava Rds, North Ryde NSW 2113

**Post:** PO Box 126, North Ryde NSW 1670

**Phone:** 02 9805 6611

**Email:** infonsw@aftrs.edu.au

**Website:** www.aftrs.edu.au

**Subject areas:** cinematography, design (art direction, production and costume), digital media (film, television, 3D animation, motion graphics and emerging media design), directing (film, television), documentary (editing, producing, directing), editing (film, television), producing (film, television), screenwriting, screen business, screen studies, screen composition, sound design

**Qualifications:** Graduate Certificate, Graduate Diploma; Master of Arts (Film and Television); Master of Arts Honours (Film and Television)

**Fees:** Graduate Certificates \$5,000 (15 weeks); Graduate Diplomas range from \$5,000 to \$10,000 (1 year); Masters range from \$5,000 to \$7,500 per year (1-2 years). 10% discount for some courses if paid upfront.

**Facilities:** Detailed descriptions including production and postproduction equipment and facilities for 16mm, 35mm and digital video projects. You can do a 360 degree virtual tour of the Sydney facilities.

**Teachers:** There is a complete staff directory with contact names, phone numbers and email addresses. Some biographies are available. All staff have extensive experience in Australia's film and television industries. The Head of Digital Media is Peter Giles, Erika Addis teaches cinematography, Donald Crombie and Sophie Turkiewicz directing, Pat Fiske documentary and Martin Aminger screen composition.

**Graduates:** AFTRS alumni include many prominent members of the Australian film industry. Well-known recent graduates include Ivan Sen, Sejong Park (*Birthday Boy*) and Cate Shortland. There is an archive of film and TV graduates (and their productions) dating back to 1999 or you can download a 40-page PDF booklet. The Indigenous Program section also lists graduates.

**Comments:** Established in 1973, AFTRS is the oldest and best-known film school in Australia and has its headquarters in Sydney (where all full-time courses are offered). It has state offices in Victoria, Queensland, South Australia, Tasmania and Western Australia, which offer a comprehensive range of short courses. Contact details for these are on the site. The AFTRS site is clear and well-structured, with key information easy to find. Each course has a subject breakdown with short but concise descriptions. You can access this information either through the main drop down menus or through the various departments (cinematography, editing, etc). There is detailed information on facilities, graduates and their productions (including awards), and full web versions of a selection of graduate short films. You can register for the AFTRS newsletter to be kept aware of new events and courses. An online networking section caters specifically for AFTRS graduates with resources and the opportunity to connect with other graduates in a mentoring scheme. The Centre for Screen Business is a new AFTRS unit, co-located with the AFTRS Melbourne office, teaching short business-related courses to AFTRS students and external clients, and conducting research aimed at improved economic viability for the industry. A



### College of Fine Arts, School of Media Arts

University of New South Wales

**Location:** 3rd Floor, F Block, College of Fine Arts, cnr Oxford St and Greens Rd, Paddington, NSW, 2021

**Postal:** PO Box 259, Paddington, NSW, 2021

**Phone:** 02 9385 0758

**Email:** cofa@unsw.edu.au

**Website:** www.cofa.unsw.edu.au/

**Subject Areas:** 2D & 3D animation, design, digital imaging, film, interactive media, photomedia, sound, video, motion graphics, experimental film video, digital theory & aesthetics

**Qualifications:** Bachelor of Digital Media, Bachelor of Fine Arts with honours available, Bachelor of Science (Computer Science)/Bachelor of Digital Media (through School of Computer Science and Engineering), Bachelor of Art Theory; by coursework Graduate Diploma/Graduate Certificate/Master of Digital Media; by research Master of Arts, PhD

**Fees:** Undergraduate - CSP places available for Australian students. Postgraduate - (2006) \$311 per unit of credit, standard semester 24 units; RTS available for research degrees

**Facilities:** On the main site there is general information about facilities with images.

**Teachers:** The school's staff are listed with biographies. Most have extensive experience and a considerable body of artistic work. They include leading media artists John Collette, John Gillies, Phil George, Volker Kuchelmeister, filmmaker John Hughes and a strong line-up of photomedia experts. The School of Art, History & Theory staff includes respected media art theorist Anna Munster.

**Graduates:** The news section features information on graduate achievements including funding successes and exhibitions.

**Comments:** Through the Bachelor of Digital Arts or a Bachelor of Fine Arts majoring in Time Based Art the school offers study in photography, film and video, sound design, multimedia and internet based technologies. The school also offers a Master of Digital Media in which students focus either on Computer Animation or Sound & Image. Courses provide a mix of artistic, theoretical and vocational training. The site emphasises the encouragement of individual creativity and with a focus on "mastering technology and understanding the material world...and interpreting concepts, history, time and oneself." The School of Art, History & Theory offers undergraduate & postgraduate studies in which students can study history and theory of digital art and screen studies. The school is also associated with several galleries facilitating both student and practicing artist exhibitions and is also host to iCinema, the Centre for Interactive Cinema Research (Jeffrey Shaw, Dennis del Favero) which has its own graduate program. The site is reasonably informative, although information on facilities is limited and cannot be accessed through the media pages. There are staff pages providing resume details, and each course has links to a 'virtual Handbook' with detailed subject breakdowns.

### Computer Graphics College (see also SAE national entry, p32)

**Location & Post :** 55-57 Wentworth Ave, Sydney 2000; also branches in Melbourne & Byron Bay

**Phone:** 02 9211 8011

**Email:** info@cgcc.com.au

**Website:** www.cgcc.com.au

**Subject areas:** digital video production & animation - editing, compositing, cinematography, 3D animation, lighting, storyboarding, character design, special effects, realtime games, camera techniques, project management; multimedia - interactive digital media, games and interactivity, sound editing for multimedia, digital video editing & compositing, CD-ROM and DVD authoring, video editing with Adobe Premiere, advanced web/database design

**Qualifications:** Certificate IV (Multimedia), Diploma of Screen (3D Animation) (Digital Video Production), Diploma of Multimedia (Interactive Multimedia & Web Design) (Graphic Design Production)

**Fees:** Modules start from around \$1150 (inc reg fee) for a 1 month course, \$6550 for a 5.5 month course.

**Facilities:** No specific section, however the site indicates availability of Windows, Macintosh and Unix computers using software from Adobe, Macromedia, Microsoft, Alias Wavefront (Silicon Graphics), Discreet Logic (3D Studio Max).

**Teachers:** There is no information regarding teaching staff.

**Graduates:** The website features testimonials from successful students and from industry professionals (mainly graphic design) praising the preparedness of graduates. There is also a gallery of works from across courses.

**Comments:** Established in 1987 the Computer Graphics College offers a variety of screen study options with a strong emphasis on design and technology. The digital video courses appear to have an emphasis on editing and post-production, and the animation course is particularly highlighted on the site. The school emphasises their generous student/teacher ratio and that their "reputation is dependent upon delivering the most up-to-date courses on the latest equipment and popular software." Modules of study are offered which may be taken individually or in a series in what the school terms "pathways of study." The site is attractively designed, clear and easy to navigate although quite general with no specific information on teachers or facilities. There is no mention of fees and they can only be accessed once you have registered online and downloaded the enrolment form. CGC is part of the SAE group of schools.

### International Film School, Sydney

**Location & Post:** 27 Rosebery Ave, Rosebery, NSW, 2018

**Phone:** 02 9663 3789

**Email:** katrina@sifs.com.au

**Website:** www.internationalfilmschool.com.au

**Subject areas:** directing, producing, screenwriting, pitching, cinematography, editing, sound design, recording and mixing, production management, film business, marketing, international feature finance, festivals and markets, career strategies, production design, stunt training, cinematic storytelling, working with actors, documentary, high-quality TV drama, short film, iPod film, mobile communications content, creative strategies

**Qualifications:** Advanced Diploma in Screen with a specialisation in Screenwriting, Producing or Directing (2 yrs)

**Fees:** \$10,000 per semester; \$20,000 per year (including all production costs). Early enrolment discount: \$1,000 deposit paid before October 31, 2006 for March 2007 intake reduces first semester fees by \$1,000.

**Facilities:** Extensive detail on equipment and facilities including photos of the creative environment and in the downloadable Info Pack. Facilities include an editing studio featuring 10 x Avid Xpress Pro HD edit suites, Avid Xpress Pro HD Power Pack with Mojo, online editing room with Avid Media Composer Adrenaline HD system, sound post editing and mixing studio with Digidesign Pro Tools editing and mixing systems. HD and mini-DV cameras. 16mm, Super 8. Intel Macintosh Editing and Sound.

**Teachers:** The school has an impressive line-up of teachers including Head of Studies Duncan Thompson (Artistic Director of Aurora, the NSW FTO's intensive feature film script development program and previously a project manager at the Australian Film Commission), visiting tutors like Pat Lovell (producing), Lawrence Johnston (writing/directing/producing), Ben Allen (cinematography). Guest lecturers have included film directors Geoffrey Wright and Cate Shortland

**Graduates:** No information but email correspondence with the school revealed that after 6 months at the school Juliet Lamont won second prize at *Tropfest* for *Burst*. She is currently developing an AFC/ABC documentary, *The Snowman*.



image courtesy of Sydney Film School

**Comments:** Opening in 2005, this school appears geared to provide students with hands-on experience in all facets of filmmaking and is responsive to the latest industry needs. Students learn the essentials in production techniques before specialising in screenwriting, producing or directing. There is an emphasis on storytelling, with the screenwriting specialisation one of the better on offer. Previous industry experience may result in the completion of the diploma in one year. Students graduate with a showreel of 6-8 short films or documentaries. Short courses ranging from scriptwriting to stunt training are also on offer. The website is excellent and friendly in style with clear outlines of courses, great detail on subjects and handy resources like an interview with the Head of Screenwriting.

### Macquarie University, Media Department

**Location:** Balaclava Rd, North Ryde NSW 2113

**Post:** Macquarie University, NSW 2109

**Phone:** 02 9850 8786

**Email:** media@scmp.mq.edu.au

**Website:** www.mcp.mq.edu.au

**Subject areas:** cinema studies, media and cultural studies, media and law, media theory, history and practice, multimedia theory and production, screen production, screenwriting

**Qualifications:** Bachelor of Media (Screen Production) (Multimedia) (Writing), Bachelor of Media/Law, Bachelor of Arts in Media & Cultural Studies with Honours available; by research - Master of Philosophy, Doctor of Philosophy

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - not on website

**Facilities:** Website is being upgraded and will include facilities.

**Teachers:** Fully listed with links to biographical details for each staff member. Staff have extensive experience in media industries and include directors Kathryn Millard, Maree Delofski and Alec Morgan, sound artist John Potts, novelist and curator Peter Doyle, and *Southern Review* editor and film commentator Noel King.

**Graduates:** An email response from the school reveals that graduates include Oliver Lawrence (director of photography, *The Finished People*), Brendan Fletcher (director, *Black Chicks Talking*), Mark Lamprell (director, *My Mother Frank*), Fiona Strain (editor) and Nerida Moore (filmmaker, Project Officer NSWFTO).

**Comments:** The Media Department has a strong focus on both theory and practice with a particular emphasis on research, especially for postgraduate students who can do a creative/practical project as part of their Masters or Doctorate. The website is excellent, clear and well written with detailed information on courses and course subjects, staff and research areas. A Student Showcase in Flash offers examples of recent multimedia and screen production projects. Each quarter the department produces SCAN, an online "journal of media arts culture" which incorporates a refereed journal, a magazine and online gallery, each with new media art contributions.

### Metro Screen

**Location:** Sydney Film Centre - Paddington Town Hall, Cnr Oatley Rd & Oxford St, Paddington, NSW 2021

**Post:** PO Box 299, Paddington NSW 2021

**Phone:** 02 9361 5318

**Email:** metro@metroscreen.org.au

**Website:** www.metroscreen.com.au

**Subject areas:** beginners' courses, continuity, cinema projection, digital cameras and lighting, digital video production, directing (including working with actors), documentary making, DVD production, first assistant directing, editing with Final Cut Pro, high-definition stop frame animation, producing for film and TV, production management, screenwriting and adaptation, short filmmaking

**Qualifications:** Certificate IV in Screen, Certificate III in Cinema Projection

**Fees:** Short courses range from \$135 to \$985; Certificate IV in Screen \$6500 upfront, \$6900 periodic (5-6 months). Certificate III in Cinema Projection \$840 for members, \$985 non-members (60 hours + external practical training). A Summerschool Program runs January 16-27 for \$950. You receive significant discounts if you are a Metro Screen member, or in some courses for early enrolment.

**Facilities:** Detailed listings of facilities and equipment that can be accessed by students or hired externally including DV cameras and tripods, microphones and audiomixers. Digital and linear editing suites and studio facilities are available. Course fees include after hours access to these facilities.

**Teachers:** Tutors include well-known practitioners in the industry, often with a great deal of hands-on experience. TV production tutors include AFTRS graduate Carolyn Johnston and Heather Oxenham (first assistant director, *Erskineville Kings, Kiss or Kill*). It is possible to contact Metro Screen to discuss tutors.



**Graduates:** Details of recent graduates for some courses are listed with a brief biographies.

**Comments:** Metro Screen is the Sydney member of Screen Development Australia (SDA) network, which provides technical training in film and video production and post production, as well as equipment and facilities hire at reasonable rates. There are also special Indigenous and Multicultural Schemes. Metro has a number of unique courses, including one focusing on cinema projection. Their short courses appear responsive to industry needs and aim to keep up with rapidly changing technologies. A Mobile Unit provides outreach training in northern NSW on demand. A new short course in HD stop frame definition began in 2006. A good place to start if you're a beginner but also caters for industry professionals with their advanced courses. Metro's website is comprehensive and the information is well structured, easy to find and navigate.

### Sydney Film School

**Location:** 82 Cope St, Waterloo, NSW 2017

**Post:** PO Box 602, Alexandria, NSW 2015

**Phone:** 02 9698 2244

**Email:** info@sydneyfilmschool.com

**Website:** www.sydneyfilmschool.com

**Subject areas:** 16mm film production, animation, audio for film, Avid editing, cinematography, digital after effects, digital video production, directing (including with actors), documentary, experimental film, film editing, music for film, production design, production management, screenwriting

**Qualifications:** Certificate IV in Screen, Diploma of Screen

**Fees:** Certificate IV \$7,300 upfront, \$8,100 periodic (20 weeks full time); Diploma \$11,900 upfront, \$13,400 periodic (1 year). You can also do an 'element' at a time, eg \$3,000 for Element 1: 16mm Film Production (17 weeks).

**Facilities:** Extensive information includes a range of quality digital video and audio equipment, post production suites using G5 computers running Final Cut Pro, After effects, ProTools, DVD Studio Pro and film editing equipment including Steenbeck flat bed edit tables.

**Teachers:** Staff come with experience in the industry, and include directors Ben Ferris and Tom Cowan, actor Tony Barry, producer Jenny Day and filmmakers John Buckmaster and Leslie Oliver. Mandy King and Fabio Caradino are the documentary course coordinators. There is a full list of staff film and publishing credits, teaching experience and academic qualifications.

**Graduates:** A list of graduates from 2004-05 and detailed information on what the 2005 graduates are now working on.

**Comments:** This is a private school established in 2004 by some of the staff instrumental in the establishment of Sydney University's Union Broadcast Service (UBS). The courses are well-planned focusing around various themes like 'teams and technology', 'the art of storytelling', under which the various subjects fall. The subject breakdowns are thorough, explaining in detail what students will cover both on a practical and theoretical level. The Diploma of Screen is made up of two courses – one is Certificate IV so if you complete that you are half way there. Courses can be done full time or part time, with the option of doing one 'element' at a time if you are working in the industry and some short courses offered feed into the certificate/diploma. Graduates from the Sydney Film School can have advanced standing when applying for Sydney College of the Arts courses at the University of Sydney. While the site in general is clear and the menu bars easy to navigate, scrolling is difficult and the fees information for 2007 is quite hard to find. A Films section details projects in production, award winners, screens a trailer of selected works and lists an archive of projects, and a Press Gallery posts newspaper articles.

### University of New South Wales, School of Media, Film and Theatre

**Location:** Level 3, Robert Webster Building, Anzac Parade, Kensington, Sydney, NSW 2052

**Post:** School of Media, Film and Theatre, University of New South Wales, Sydney, NSW 2052

**Phone:** 02 9385 4856

**Email:** mft@unsw.edu.au

**Website:** media.arts.unsw.edu.au/index.html

**Subject areas:** Australian cinema and TV, cinema theory, cultural studies, editing, media production, animation, multimedia production, new media technologies and digital interactive projects, performance and media, researching and writing for new media, sound production, video production, web production

**Qualifications:** Bachelor of Arts (Film Studies) (Media & Communications) (Media, Culture, Technology), Bachelor of Science (Media and Communications); joint degree options with Law also available; Honours available in Media and Communication and Media, Film and Theatre; by course work - Graduate Diploma and Masters of Arts in Media, Performance and Education (for secondary school teachers); by research Master of Arts and PhDs encompassing practical project + thesis.

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - not on website

**Facilities:** A link to the UNSW Technical Resources Centre website has comprehensive listings of facilities and equipment including details of multimedia, video editing and electronic music labs.

**Teachers:** The school features well-known senior academics with strong research and publishing credits, including George Kouvaros, Andrew Murphie and new media artists Ross Harley and Alyssa Rothwell.

**Graduates:** The Gallery section has one example of work from a collaborative group who were students in 2003.

**Comments:** In 2005, the long-established School of Theatre, Film and Dance merged with the School of Media and Communications at UNSW, becoming the School of Media, Film and Theatre. The website tends to reflect this, giving the impression of some courses being theory rather than practice-based, even though this is possibly not the case. It's not clear how much of the courses involve hands-on creative work. It's a confusing site, with information appearing in different places in different forms, lots of clicking around and links leading in a circle or not working at all. The subject descriptions tend to be on the vague side. Listed as codes in the initial stage, it takes a while to find what you are looking for. A profile of current postgraduate student topics and PhD Abstracts is handy, giving an indication of current research leanings. The Gallery of current student work, including Flash animations, is also worth a look.

### University of Sydney, Faculty of Arts including Digital Cultures

**Location:** Faculty of Arts office, Quadrangle, A14, The University of Sydney NSW 2006

**Phone:** 02 9351 3240

**Email:** richard.smith@arts.usyd.edu.au

**Website:** www.arts.usyd.edu.au

**Subject areas:** film & screen studies- Australian media, cinema studies and theory, computer games, cross-cultural perspectives, digital video production, film and art, law and ethics, media writing, web production; digital cultures – informatics, digital arts, digital cultures, cyberworlds

**Qualifications:** Bachelor of Arts (majoring in Film Studies) (Digital Technology and Culture) (Media and Communications), Bachelor of Science (Media and Communications); Honours available; combined degrees in many areas with arts including medicine, law, commerce, science, engineering, social work, music studies, nursing, music; Graduate Certificate/Graduate Diploma/Master of Film Studies, Graduate Certificate/Graduate Diploma/Master of Digital Communication and Culture; by research degrees specialising in film history and theory

**Fees:** Undergraduate - CSP available for Australian students; Postgraduate - not on website

**Facilities:** No information on the website.

**Teachers:** Film studies has 2 well known theorists: Laleen Jayamanne and Richard Smith. The website has a biography for each. As most of the film subjects are taught across the arts faculty, the other teachers come from a wide variety of backgrounds. Media and Communications staff include author Catherine Lumby and Steven Maras while Digital Cultures includes Cathy Cleland, Chris Cheshire, Jeffrey Cook and John Tonkin.

**Graduates:** The Sydney University Arts Association Newsletter, available online in PDF, gives details of events within the School and achievements of graduates.

**Comments:** The arts degrees at University in Sydney are extremely flexible with students able to major in a variety of areas including film. But with flexibility comes complexity and it can be challenging to narrow down from the 50 subject areas available, many with overlapping topics. The film theory subjects come primarily under the Art History and Theory Department (but are spread throughout the many departments), the digital and informatics under Digital Cultures and some practical under Media and Communications, so subject descriptions are a bit tricky to find. It appears that the film studies courses lean heavily towards theory. There are a number of new coursework Masters on offer in 2007 including a Master of Film Studies and a Master of Media Practice and coursework and research degrees in the Digital Cultures strand. The University of Sydney website is overwhelming and it's quite confusing jumping from department to department, with all designed and structured differently. It's probably easiest to get a copy of the Arts Handbook as early as possible and then talk to an undergraduate/postgraduate supervisor about the best path to take.

### University of Sydney, Sydney College of the Arts,

**Location:** Kirkbride buildings, Balmain Rd, Rozelle, NSW 2039

**Post:** Locked Bag 15, Rozelle NSW 2039

**Phone:** 02 9351 1000

**Email:** enquiries@sca.usyd.edu.au

**Website:** www.usyd.edu.au/sca

**Subject areas:** concepts and technologies of digital video and sound, film, multimedia, web art

**Qualifications:** Bachelor of Visual Arts (Electronic and Temporal Arts) (Digital Visualisation); by coursework - Master of Studio Arts, Master of Multimedia Design, Master of Film and Digital Image; by research - Master of Visual Arts and PhD

**Fees:** Undergraduate - CSP places available for Australian students. Postgraduate - by course work (2007) \$17,520. Some RTS places available

**Facilities:** 2 computer and multimedia laboratories as well as film/video/sound production and editing studios

**Teachers:** Media Arts staff include well-known artists working experimentally in film, video, photomedia and new media art: Mahalya Middlemist, Geoffrey Weary, John Conomos and Josephine Stars. The website has a full listing of staff by discipline with biographies both short and detailed.

**Graduates:** There are some testimonials from graduates.

**Comments:** Two new media electives are being offered in the Bachelor of Visual Arts through the Media Arts 'studio': Electronic and Temporal Art, and Digital Visualisation. There is only basic information here about the electives with a little more in the downloadable brochure, but nothing regarding Digital Visualisation. The 6 staff in Media Arts are practising artists with impressive CVs. The emphasis on all levels appears to be the development of personal studio practice. The website is visually appealing but difficult to navigate (the search function is a tiny unlabelled icon) with only general information, but links to the work of research students gives some idea of what students can expect.

### University of Technology Sydney, Faculty of Humanities and Social Sciences

**Location:** Level 2, Building 3 (Bon Marche Building) 1 Broadway, Ultimo NSW 2007

**Post:** PO Box 123, Broadway NSW 2007

**Phone:** 02 9514 2300

**Email:** Norie.Neumark@uts.edu.au (Program Co-ordinator)

**Website:** www.hss.uts.edu.au

**Subject areas:** animation - traditional film animation, 2D and 3D digital animation, graphic visualisation, object-oriented programming and animation studies; film, video and cross media production, digital audio recording, digital camera techniques, digital postproduction, documentary production, screenwriting, short filmmaking, soundtrack, cinema studies, contemporary culture, media arts, netculture, new media, TV and popular culture

**Qualifications:** Bachelor of Arts in Communication (Media Arts and Production); double degrees available with law and international studies; Graduate Certificates (Sound) (Screenwriting) (New Media) (Film and Video), Graduate Diploma in Media Arts and Production; Master of Animation, Master of Media Arts and Production. Research degrees also available.

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - (2006) Grad Cert \$5,760, Graduate Diploma \$11,520, coursework Masters \$17,280

**Facilities:** Detailed information on facilities which include 16mm Film Edit suite with 4 plate Steenbeck Flatbed, trim bins, gang synch and/or pic synch 6 plate Schmidt, Screening and Transfer Room, 16mm cameras, Oxberry animation camera, optical printer, AVID Digital Edit suites – 5 x AVID Xpress Deluxe digital edit suites, 2 are Digitising/Layback.

**Teachers:** There are several well-known practitioners on the staff, generally from the independent end of the production sector, including film directors Gillian Leahy and Margot Nash and new media artists Norrie Neumark and Megan Heyward.

**Graduates:** The UTS Graduate Connections website offers a network for graduates and has a regular magazine and e-news. No list of graduates or student work on offer.

**Comments:** The UTS course in Media Art and Production offers a good blend of theory and practice for a range of media practitioners. Unlike many other media courses, there is a strong emphasis on sound as well as visual arts. The postgraduate options are good with the ability to work on a specific project in a particular area. The website is clear and easy to navigate, with course and subject information laid out clearly in a Q+A style, integrating seamlessly with the UTS site in general. The detail available for each subject is exceptional, with a 3-page downloadable PDF available for each one (including details of assessments). It is still possible to study the practicalities and possibilities of 16mm film, a rarity as most campuses go digital.

### University of Western Sydney, School of Communication Arts

**Location:** Z and O Buildings, Kingswood/Werrington Penrith Campus sites, Penrith NSW

**Post:** Locked Bag 1797, Penrith South DC NSW 1797

**Phone:** 1800 897 669

**Email:** commarts@uws.edu.au

**Website:** www.uws.edu.au/about/acadorg/schools/communicationarts

**Subject areas:** sonic art, video art, virtual and cyber art, 3D imaging, digital video, interactive media, internet art, music technology, 3D audio and virtual reality

**Qualifications:** Bachelor of Electronic Arts (Honours available), Bachelor of Electronic Arts Studies, Bachelor of Contemporary Arts. Research degrees available

**Fees:** Undergraduate - CSP places available for Australian students. Postgraduate - (2006) Masters \$11,000, Doctorate \$13,000 per year. Limited RTS places available for research students

**Facilities:** Extensive list of facilities which includes 3 multi-track-recording studios with 5.1 surround monitoring and acoustically designed studios, analogue and digital video equipment and labs, media labs, digital animation production studio.

**Teachers:** A full list of staff by department, but no biographical information is included. There are a

number of well known researchers and practitioners on the staff including sound artist Garth Paine, sound curator Caleb Kelly and electronic artists David Haines and Joyce Hinterding.

**Graduates:** There is an alumni page for the university but no specific information on the school's graduates.

**Comments:** In Sept 2005 the School changed title from Contemporary Arts to Communication Arts. It now offers a number of specialised 4 year degrees with a 3 year exit being awarded Bachelor of Electronic Arts Studies. The BEA offers majors pathways in Digital Music, Screen Arts and Digital Arts. The Bachelor of Contemporary Art is a new degree emphasising interdisciplinary investigation across the time-based arts. The fourth year offers either professional practice or an honours research strand. Digital music can also be studied through the Bachelor Music. The site states that the school's aim is to train graduates who do not just "reproduce knowledge, but actively produce ideas [and] enrich cultures." MARCS Auditory Laboratories is an affiliated research facility of the school. The application process includes an interview/audition and portfolio presentation. The site is clearly designed but is mostly quite general with some confusing omissions. There are opaque policy statements about research and it's hard to find mention of specific postgraduate research degrees. Although this is not detailed on the site, several graduates are significantly involved in Sydney's sound and new media culture, as are staff.

#### **RV** University of Western Sydney, School of Humanities & Languages

**Location:** Building C, Penrith Campus (Kingswood), Building 7, Bankstown Campus

**Post:** Locked Bag 1797, Penrith South DC NSW 1797

**Phone:** 1800 897 669

**Website:** <http://www.uws.edu.au/about/acadorg/schools/humanitiesandlanguages>

**Subject areas:** art history and cinema studies

**Qualifications:** Bachelor of Arts (Art History and Cinema Studies major)

**Comments:** A complete entry will be included in the 2007 guide.

#### **NM** University of Wollongong, Faculty of Arts

**Location:** University of Wollongong, Northfields Avenue, Gwynneville, NSW 2500

**Post:** University of Wollongong, NSW 2522

**Phone:** 02 4221 4621

**Email:** [fca\\_faculty\\_office@uow.edu.au](mailto:fca_faculty_office@uow.edu.au)

**Website:** [www.uow.edu.au/crearts/](http://www.uow.edu.au/crearts/)

**Subject Areas:** sound - theory, acoustics, composition (electronic media/ improvisational and traditional), computer music applications, critical listening skills; design and new media - visual art, analogue and digital drawing and image construction, typography, campaign graphics and editorial design, web design and design theory, interactive multimedia, new media theory

**Qualifications:** Bachelor of Creative Arts (Sound - Composition and Production) (Graphic Design & New Media); by coursework - Master of Creative Arts; by research - Master of Arts, Doctor of Creative Arts, PhD

**Fees:** Undergraduate - CSP places for Australian Students. Postgraduate - by coursework CSP places available, by research RTS places available.

**Facilities:** No information on website

**Teachers:** Staff are listed with profiles and include sound artists Julian Knowles (Head of the Music & Performance) and Greg Schiemer and new media artist Brogan Bunt.

**Graduates:** There is a page of graduates from across faculty.

**Comments:** The School of Music & Drama offers Bachelor of Creative Arts (Sound - Composition and Production) while the School of Art & Design runs the Bachelor of Creative Arts (Graphic Design & New Media) with coursework and research postgraduate options. The site is reasonably easy to negotiate with concise information on courses although some details (location and contact) are hard to find, being embedded in other pages. The faculty also houses the Sonic Arts Research Network (SARN) which has an interdisciplinary focus. There appears to be a strong sense of artistic activity around the faculty with 5 associated galleries, performances and a visiting artist and residency program. Gallery information and an archive of events indicates the breadth of work undertaken.

## VICTORIA

#### **RV** Deakin University, School of Communication and Creative Media

**Location:** Melbourne Campus, 221 Burwood Highway, Burwood VIC 3125

**Phone:** 03 9251 7353

**Email:** [arts-head-scca@deakin.edu.au](mailto:arts-head-scca@deakin.edu.au)

**Website:** <http://www.deakin.edu.au/arts/creative/>

**Subject areas:** media theory, animation, digital media and culture, film and video production, photography, multimedia design, game design

**Qualifications:** Bachelor of Contemporary Arts (Media Arts), Bachelor of Interactive Media

**Fees:** Undergraduate - CSP available for Australian students.

**Facilities:** Full, wide-screen digital TV studio with blue screen, 16mm film, MiniDV & DVCAM technologies, sound recording studio with 32 track Pro Tools system, 6 digital video editing suites with Final Cut Pro, 2 animation studios, 3 computer labs with imaging, animation, editing and multimedia authoring software.

**Teachers:** An alphabetical list of staff with brief profiles and areas of interest.

**Graduates:** Testimonials from students in all majors with some QuickTime showreels of student works.

**Comments:** Deakin's School of Communications and Creative Media offers a Bachelor of Contemporary Arts (Media Arts) in which students can major in Film and Video, Animation and Digital Culture and Photography. The Bachelor of Interactive Media is taught jointly through the Faculty of Arts and the Faculty of Science and Technology. The emphasis is on practical, critical and theoretical learning with a focus on collaboration between all the disciplines including the performing arts. There is a new website for the Performing and Creative Arts division that is easy to navigate and dynamic, offering general information, facilities and testimonials. This then sends you to the main Deakin site for specific course information including a breakdown of courses and detailed descriptions of each subject. The encouragement of interdisciplinary practice gives this school a special appeal.

#### **RV** Filmmaking Summer School

**Location:** Kismet Film Productions, 605 Rathdowne St, North Carlton, VIC 3054. Courses take place at The University of Melbourne, Parkville and St. Mary's College, Parkville.

**Phone:** 03 9347 5035

**Email:** [s.peers@ugrad.unimelb.edu.au](mailto:s.peers@ugrad.unimelb.edu.au)

**Website:** [www.summerfilmschool.com](http://www.summerfilmschool.com)

**Subject areas:** scriptwriting, directing actors, production management, production/sound design, camera and lighting, editing, film business and marketing, visual effects, film music, shooting stunts, writing comedy for film & television, writing children's film and television, documentary filmmaking, steadicam operation, film criticism

**Qualifications:** Participants receive certificates from the school but these are not accredited except for the Steadicam course.

**Fees:** Various short courses, \$245 to \$3,295; From Script to Screen: 10 days \$1,075 full /\$975 con-

cession; 13 days \$1,395/\$1,265, 17 days \$1,785/\$1,650; daily sessions from \$105; Make a Film \$1,850/\$1,750; Steadicam course \$3,295

**Facilities:** Course information includes relevant equipment including Final Cut Pro editing and Steadicam facilities.

**Teachers:** Full list of staff on the website under specific courses, including credits. All teachers have considerable experience and include screen writer Mac Gudgeon, cinematographer Elley Ryan and director Nadia Tass.

**Graduates:** There is a small QuickTime sample of an uncredited student's work but no details on graduates.

**Comments:** This is a summer school run by Kismet Productions in association with the University of Melbourne's Cinema Studies program. Short courses offered in 2007 are the 5-day intensive Steadicam workshop, a 2-day Documentary Filmmaking course, a 6 week part-time Documentary course and a Make A Film (mini DV) course that runs in conjunction with the From Script to Screen course so that people can participate in both. The From Script to Screen course includes units on all aspects of filmmaking including production, postproduction, scripting and the business side and attendance at single day sessions is also possible. The site is easy to use and has a detailed breakdown of the subjects, equipment and teachers for each course. The Steadicam intensive aside, courses don't result in accredited qualifications, however there is a link to University of Melbourne's Master of Arts (Cinema Management).

#### **RV** Footscray City College

**Location & Post:** Kinnear St, Footscray VIC 3011

**Phone:** 03 8387 1511

**Email:** [constantinou.cleopatra.c@edumail.vic.gov.au](mailto:constantinou.cleopatra.c@edumail.vic.gov.au)

**Website:** [www.footscrayfilms.com.au](http://www.footscrayfilms.com.au)

**Subject areas:** cinema studies, film and television production, 16mm and Super 16mm, Super 8, directing, editing, location video production, media arts, film and media studies, post-production, production management, screenwriting, storyboard illustration

**Qualifications:** Certificate IV in Screen, Diploma of Screen, Advanced Diploma of Screen

**Fees:** No information, but VTAC information states that only material charges apply.

**Facilities:** Include equipment for Super 16mm film and High Definition digital projects with full audio, lighting, special effects and post production to broadcast standard, a 20 metre blue screen, 3 camera mixing and full Elemack and crane grip gear, computer Lab with Macintosh platforms, with Final Cut Pro 3, 4 and 5 versions.

**Teachers:** 2 staff members are listed but with no profile information.

**Graduates:** There is an impressive list of successful graduates with industry placement and film festival inclusions.

**Comments:** The college offers entry level, industry-oriented one year Certificate and Diploma and 2 year Advanced Diploma courses. The site suggests that these are valuable preparation for tertiary education in film or direct entry into film or television. One notable aspect of the course is that students' work with 16mm film as well as digital video formats. The new website is impressive in design, easy to use and with lots of dynamic images and with concise but limited information on courses, subjects and teachers. There is also an e-gallery with a showreel, stills and media coverage.

#### **NM** Monash University, Department of Multimedia and Digital Arts

**Location:** Art and Design Building, 900 Dandenong Rd Caulfield East, VIC 3145

**Phone:** 03 9903 2072

**Email:** [design@artdes.monash.edu.au](mailto:design@artdes.monash.edu.au)

**Website:** [www.artdes.monash.edu.au/multimedia/index.html](http://www.artdes.monash.edu.au/multimedia/index.html)

**Subject areas:** digital imaging, web design, interactive media, animation, virtual spaces, digital video

**Qualifications:** Bachelor of Multimedia and Digital Arts; by coursework - Master of Multimedia; Master of Multimedia Design, Master of Fine Art (Electronic Arts Major); by research Masters & PhD

**Fees:** Undergraduate - CSP places available for Australian students. Postgraduate - by coursework some CSP available, by research some RTS places available.

**Facilities:** Information is general but includes digital media facilities with software for digital imaging, web design, interactive media, animation, virtual spaces, facilities for digital video, and video and photo-media studios.

**Teachers:** General information only. Six full time staff and up to 20 casual staff who "who engage with their discipline and professional community through consultancy, exhibitions, conferences and publications." Staff includes new media artist Troy Innocent.

**Graduates:** Current student profiles and a gallery of student work.

**Comments:** Monash claims to be the first university in Melbourne to "establish multimedia as a stand alone degree course." The department offers a Bachelor of Multimedia and Digital Arts that has a "design-studio approach to the discipline, with students expected to express original ideas and contribute to the evolving 'language of multimedia.'" The coursework Masters in Multimedia is offered jointly through the Faculty of Information Technology and the Faculty of Art & Design. The website initially appears easy to negotiate and general information is quickly found, however in-depth searching reveals that the 2 menu systems link to different information on courses and with several broken links eg Bachelor/Master of Design (Multimedia Design) listed in the handbook doesn't appear on the department's site. The student gallery is attractively designed.

#### **RV** North Melbourne Institute of Technology, Performing Arts Faculty

**Location:** 20 Otter St, Collingwood VIC 3066

**Phone:** 03 9269 1745

**Email:** [performingart@nmit.vic.edu.au](mailto:performingart@nmit.vic.edu.au)

**Website:** [www.nmit.vic.edu.au/courses/performingarts/default.html](http://www.nmit.vic.edu.au/courses/performingarts/default.html)

**Subject areas:** camera, sound, lighting, editing, supervising technical production, multi-camera shoots for television, pre-production, health and safety, legal and administrative issues, working with an editor, directing, scriptwriting, writing proposals

**Qualifications:** Certificate III & IV in Screen; Advanced Diploma of Screen

**Fees:** (2006) Maximum of \$839 per year plus some materials

**Facilities:** 3 camera television studio, Avid Express, Final Cut Pro HD, sound recording booth and Digidesign software for postproduction; multi-user Macintosh computer lab for multimedia using Macromedia Director; Sony DVCAM cameras, microphones, lights

**Teachers:** Not listed but an email enquiry informed us that staff include Darren Steffen, Heino Saarelaht, Steven Dickinson and John Di Flumeri, all of whom have considerable industry experience.

**Graduates:** There are various student testimonials. NMIT responded to our query stating "NMIT have recent graduates placed in a number of jobs in varying segments of Film and Television industry." Some of these include roles (camera operators, news editors etc) with Channels 7, 9 and 10, corporate companies and freelance.

**Comments:** These courses are specifically aimed at vocational training for television, with an emphasis that they are not film focused nor "leisure courses." The website is easy to navigate and has an impressive section on facilities. Entry to the course is by application, interview and a selection test with preference given to those working in the industry or with prior experience. Student testimonials all praise the practical training, access to equipment and industry experience.

#### **RV** OPENChannel



**Location:** Victoria Harbour, Shed 4, North Wharf Rd, Docklands, VIC 3008

**Phone:** 03 8610 9300

**Email:** info@openchannel.org.au

**Website:** www.openchannel.org.au

**Subject areas:** digital filmmaking, documentary filmmaking, camera operating, lighting, scriptwriting (short film and documentary), editing, sound & recording, cinematography, lighting, producing and production management, legal issues, marketing and distribution, and a specialist course on directing.

**Qualifications:** Certificate III in Screen (12 weeks)

**Fees:** Short courses range from \$144 full/\$120 OC Members, to full courses \$715/\$596. Certificate III in Screen, \$4,400, Specialist Directing Course \$6,000.

**Facilities:** Full list plus a downloadable hire rate card. OPENChannel has digital video equipment only-no film gear available.

**Teachers:** Limited information.

**Graduates:** No information.

**Comments:** OPENChannel is the Victoria partner of Screen Development Australia (SDA). It offers a range of short courses, a Certificate III in Screen and the 12-week Specialist Directing Course. It also offers equipment and facilities for hire and customised and community training. OPENChannel runs a number of production and training subsidy programs, short works competitions, initiatives and events. The website is welcoming, comprehensive and easily navigable with considerable detail on courses, facilities and OPENChannel staff, although there are no details about the course teachers or graduates.

### RMIT University, School of Applied Communication

**Location:** 124 La Trobe St, Melbourne VIC 3000

**Post:** GPO Box 2476V, Melbourne, VIC 3001

**Phone:** (03) 9925 3065

**Email:** media@mit.edu.au

**Website:** www.mit.edu.au/appliedcommunication

**Subject areas:** cinema - film history & theory, national cinemas, production systems, documentary, genres, Asian cinemas; radio - theory and production; television - directing, producing, scriptwriting, camera operation, audio recording, lighting, and vision & audio post-production

**Qualifications:** Bachelor of Communication (Media) + Honours, Master of Media Production (Media Production) by coursework

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - (2006) Master of Media production \$14,880

**Facilities:** General information indicates facilities include digital video and 16mm film equipment, high-end video and audio production suites and fully equipped television and radio studios. There are also links with Channel 31, a community television channel and the SYN-FM student radio station.

**Teachers:** Full list complete with biographies. Staff in cinema studies include Adrian Danks, Lisa French and Adrian Miles. Television Production is headed by Leo Berkley.

**Graduates:** The website has a series of QuickTime movies featuring comments from alumni such as Clare Stewart (ex-ACMI, Director, Sydney Film Festival) and Kate McCarthy (Visual Effects Co-ordinator, *Matrix Reloaded* and *Matrix Revolutions*), Chris Scaddan (Noise festival, ABC/JJJ Unearthed project).

**Comments:** The school offers a Bachelor of Communication (Media) in which students can major in Cinema Studies, Television Production or Radio. The Cinema Studies course is strictly theoretical, offering a range of subjects covering cinema from around the world. The website has a detailed break-

down of course subjects. The Television Production course is more practical, aiming to "prepare students for employment in the film and television industry." Students have the option of working with 16mm film in their final year. The Radio strand utilises theory and practical exercises to give graduates a "solid grounding" in radio production. Several staff, such as Adrian Miles, Seth Keen and Jenny Weight are listed as teaching new media, however new media subjects are not easily found on the site. Generally the RMIT site is not well designed and is difficult to navigate-the menus are very small and it's hard to locate particular information, however once found the information is of good quality and detailed.

### RMIT University, School of Art

**Location:** Building 2, Level B, Room 4, 124 La Trobe St, Melbourne VIC

**Post:** GPO Box 2476V, Melbourne VIC 3001

**Phone:** 03 9925 2215

**Email:** michelle.strange@mit.edu.au (Administration Manager)

**Website:** www.mit.edu.au/art, http://artschool.mit.edu.au/

**Subject areas:** video & animation - traditional and non-traditional animation techniques, video art, narrative and the moving image, collaborative and inter-disciplinary practices; non-linear structures such as games, web art and new media installations; sound art - immersive environments, studio recording, technology composition & perception and sound design

**Qualifications:** Bachelor of Arts (Fine Art) (Media Arts) (Sound Art); by coursework - Master of Fine Art, Doctor of Fine Art; by research Master of Arts PhD

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - (2006) MFA (Coursework) \$15,120. MFA (Research) \$26,400.

**Facilities:** No details but an email response states that facilities include specialised computer laboratories for video editing and animation, video studio with chroma key and compositing, and an animation studio as well as extensive portable camera and lighting equipment.

**Teachers:** Media Arts staff includes leading media artists Martine Corompt, Ian Haig and Dominic Redfern. The Sound Art staff include respected artists Phil Samartzis and Darin Verhagen. Profiles are included.

**Graduates:** No list, however the online gallery shows gif animations by emerging artists Emile Zile and Isabelle Knowles. The sound art page refers to the ongoing involvement of graduates and staff in major events such as *Liquid Architecture*.

**Comments:** RMIT's School of Art offers a Bachelor of Arts (Fine Art) in which students can choose from 9 strands including Media Arts or Sound taught by some of Australia's leading practitioners. Courses include games design, web art, new media installations and a range of sound practices in a mix of theory, historical perspective and practical training. Martine Corompt, via email, emphasises the inter-disciplinary nature of the school: "We encourage the blurring of distinctions, so that many projects are hybrid in nature and collaborative in their methodologies...we still appreciate and understand the importance of both the traditional and the new." Navigating the website is extremely difficult, with information hidden under multiple obscure sub-menus. There is an easier access for general information through http://artschool.mit.edu.au/, however this does not seem to be linked directly to the main RMIT site.

### RMIT University, School of Creative Media

**Location:** Level 2, Building 94, 23-27 Cardigan St, Carlton South VIC 3053

**Phone:** 03 9925 4815

**Email:** katie.fields@mit.edu.au

**Website:** www.mit.edu.au/creativemedia

**Subject areas:** full scope of practical and theoretical subjects covering major aspects of film & television, multimedia, animation and interactive media, sound and vision, games design and programming, photography

**Qualifications:** Bachelor of Arts (Animation and Interactive Media) (Digital Art) (Games Graphics Design) (Photography); Bachelor of Design (Games Graphics Programming) (Multimedia Systems); by coursework - Master of Arts (Animation and Interactive Media), Master of Creative Media; by research - Master of Arts (Animation and Interactive Media) (Creative Writing) (Photography); Doctor of Philosophy. TAFE - Advanced Diplomas (Multimedia) (Professional Screenwriting - Film, TV and Digital Media) (Screen - Film and Television Production); Diplomas (Arts - Applied Photography) (Audiovisual Technology) (Music Industry - Technical Production)

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - (2006 fees) \$11,760 for 2 semesters. TAFE - no higher than \$900 per year. Full fee paying options are also available.

**Facilities:** QuickTime VR images of the facilities but no specific list found. In response to our enquiries we were told facilities include sound, film, television and photography studios; libraries (which also lend media equipment); online learning systems, games studio, computer lab, auditoriums. The TV studio is newly refurbished with broadcast digital studio cameras and single camera kits to enable 8 separate groups to shoot their major projects simultaneously. There are also 16mm facilities, for which a materials fee applies.

**Teachers:** Various lists of staff under course strands and degrees but no uniform link for the school. Some include profiles but not all. The Animation and Interactive Media course description states, "All staff are practising artists, designers, and industry practitioners who are experienced educators and actively engaged in research in their areas of expertise."

**Graduates:** There is general information as to what graduates can achieve with separate gallery sites of student and graduate work. In response to our enquires we were told that there are "sig-

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**Phone:** (03) 9269 1745

**Email:** darrens-pa@nmit.vic.edu.au

Northern Melbourne Institute of TAFE



nificant achievements by Creative Media graduates, and many achievements by current students." There appears to be a strong representation of graduates on film festival circuits with successful graduates including Sarah Watt (*Look both ways*), Scott Ryan (*The Magician*), and Lucas Testro whose *Theories of Flight* is in the 2006 Berlin Asia-Pacific Film Festival. The Sound & Vision section includes testimonials.

**Comments:** The school offers an impressive range of arts degrees and TAFE diplomas specialising in Film & Television, Multimedia and Sound & Vision. There is detailed course information on all degrees, however information on facilities and fees is scarce. Some divisions have offshoot websites which are more attractively designed and offer examples of work by graduates. The TAFE courses in Film and Television and Sound & Vision are vocationally orientated and also stress digital video practice; there is no reference to students having the option of working with film. While the RMIT site includes much information it is difficult to navigate with multiple, changing sub-menus generating confusion. The off-shoot gallery sites for different departments are often easier to negotiate once you find them.

#### Swinburne University of Technology, Faculty of Design including School of Film and Television, School of Design

**Location:** Building PA, 144 High St, Prahran VIC 3181

**Phone:** 03 9214 6755

**Email:** nidenquiry@swin.edu.au

**Website:** www.hed.swin.edu.au/design

**Subject areas:** broadcast film and video, post-production, computer/video game development and mobile network telecommunications, film and television language and technology, cinema studies, animation, 3D modeling, digital video, audio media, and communication design for electronic media

**Qualifications:** Bachelor of Film and Television, Bachelor of Design (Multimedia Design); by coursework - Graduate Certificate of Design (Multimedia); Graduate Diploma of Design (Multimedia); Masters of Design (Multimedia); by research - Masters of Design, Doctor of Design (DDes) and PhD

**Fees:** Undergraduate: CSP places available to Australian students. Postgraduate - (2006) range from \$11,200 for Master of Multimedia to \$16,667 for Professional Doctorate in Design

**Facilities:** No information, but email correspondence indicates that the school has Mac and PC platforms, a 2D animation lab with Wacom tablets, 2 editing suites, a studio with green screen facilities and an extensive range of video equipment, lighting kits, tripods, microphones.

**Teachers:** A full staff list with short but impressive biographies however not by discipline. Notable staff include director-screenwriter Richard Franklin and multimedia artist Anita Kocsis.

**Graduates:** There is a gallery of recent student works. In response to an email enquiry the school states: "There's a range of work graduates are moving into such as web design, games, 2D and 3D animation, post production, advertising agencies (online), special effects and also many start their own businesses."

**Comments:** In 2004 Swinburne's Faculty of Design reintroduced a Bachelor of Film and Television and also offers under and post graduate degrees in Multimedia Design. All the courses have a strong industry focus. Students can opt for industry placement for one semester in the third year of their undergraduate degrees. Post-graduate study is through the National Institute for Design Research "conducting industry-relevant, technologically innovative design research, using design practice as the primary investigative method." The website is easily navigated with comprehensive information on courses including reading lists, but no indication of facilities.

#### Swinburne University of Technology, Faculty of Life & Social Sciences: Media & Communications; Multimedia; Games and Interactivity

**Location:** Bldg, Rm 202, cnr Burwood Rd & Sespells Lane, Hawthorn

**Post:** PO Box 218, John St, Hawthorn VIC 3122

**Phone:** 03 9214 8859

**Email:** lssinfo@swin.edu.au

**Website:** www.swin.edu.au/lss/media

**Subject areas:** communication and media studies - telecommunications literary theory and new media, media arts, radio production and criticism, multimedia web and multimedia authoring, television studies, cyberculture, film criticism, multimedia, convergent communications

**Qualifications:** Bachelor of Arts (Media & Communication) (Games & Interactivity); Bachelor of Multimedia stand alone; BM (Media Studies); double degree BM (Games & Interactivity)/Bachelor of Science (Computer Science & Software Engineering); Bachelor of Science (Biotechnology)/Bachelor of Arts (Media & Communications); by coursework - Graduate Certificate/Diploma & Master of Arts (Applied Media), Graduate Certificate/Diploma & Master of Multimedia, Master of Multimedia (Honours), Master of Multimedia Technology; by research Masters & PhD

**Fees:** Undergraduate - CSP places available to Australian students. Postgraduate - (2007, per year) by coursework Master of Multimedia \$11,600, Master of Arts (Applied Media) \$10,400; by research Masters & PhD \$20,000

**Facilities:** No information, but email correspondence confirms that the faculty is well equipped with digital video production tools and industry standard post production studios and multimedia labs.

**Teachers:** The website contains a full staff list, some linked to profiles. Staff include leading new media arts figures Darren Tofts, Esther Milne, Lisa Gye.

**Graduates:** Course brochure features profiles of graduates.

**Comments:** Faculty of Life & Social Sciences focuses on science, technology and society and offers a variety of options for studying multimedia, media communications and games and interactivity. There is an applied and practical emphasis with a fourth year industry placement offered in some courses. The site states that courses are "designed with a real world context in mind." The Bachelor of Arts in Games and Interactivity was introduced in 2006. Although the faculty is quite large the site is easily navigated with degrees helpfully grouped in study areas (even when run by other sections of the faculty). General information is available, but there are no specifics on facilities, even on the downloadable brochure.

#### University of Melbourne, School of Arts History, Cinema, Classics & Archeology

**Location:** Elisabeth Murdoch Building, University of Melbourne, VIC 3010

**Post:** University of Melbourne, VIC 3010

**Phone:** 03 8344 5565

**Email:** ahcca-info@unimelb.edu.au

**Website:** www.ahcca.unimelb.edu.au/programs/cinema/

**Subject areas:** cinema history and interpretation (including silent, art, national and Hollywood cinemas), film and new media theories, feminist and postcolonial studies, genre studies (film noir, western, horror, science fiction), television and commodity culture

**Qualifications:** Bachelor of Arts (Cinema Studies); Graduate Certificate/Graduate Diploma/Postgraduate Certificate in Arts (Cinema Studies); by coursework Masters of Arts (Cinema Management); by research Masters and PhD

**Fees:** Undergraduate - CSP available for Australian students. Post-graduate - from \$12,000 per 100 credit points

**Facilities:** The website states, "The Cinema Studios Resource Centre for postgraduate students

houses video, DVD, computer and game station technology."

**Teachers:** Information on key staff is comprehensive including recent publications, projects and awards. Teachers include well-known author Barbara Creed (*Phallic Panic: Film, Horror & the Primal Uncanny*), Angela Ndaliansi (*Neo-Baroque Aesthetics and Contemporary Entertainment Media*), and Mark Nicholls (*Scorsese's Men*).

**Graduates:** The site suggest that graduates are working in key areas of film culture including ACMI, ScreenSound, AFC and the ABC.

**Comments:** The courses are academic, providing "theoretical and interpretive approaches to cinema, television and new entertainment technologies." The site is simple and clear with thorough course and subject outlines, including assessment tasks and in depth information on key teaching staff who are respected, published academics. Kismet Productions also run their annual Filmmaking Summer School (see p26) through this department.

#### University of Melbourne, School of Creative Arts, Department of Media Arts

**Location:** Arts Centre, University of Melbourne, Cnr. Swanston and Grattan Sts, Carlton, VIC 3010

**Post:** University of Melbourne, VIC 3010

**Phone:** 03 8344 8389

**Email:** sca-info@unimelb.edu.au

**Website:** www.sca.unimelb.edu.au/ma/index.html

**Subject areas:** theoretical and practical subjects in film, video, sound, radio, photography and new media, media arts theory, computer animation, digital imaging and a variety of fine arts subjects

**Qualifications:** Bachelor of Creative Arts (Visual Media and Media Arts) + honours; Graduate/Postgraduate Diploma in Creative Arts; Graduate Certificate in Digital Media; by research - Master of Creative Arts and PhD.

**Fees:** Undergraduate - CSP places available to Australian students Postgraduate - from \$12,000 per 100 credit points; some CSP places available; RTS for research degrees

**Facilities:** television studio, digital sound, image and video edit facilities, a multimedia lab and Super 8 and 16mm discount film stock

**Teachers:** The department includes visual artist and writer Barbara Bolt and new media artist Sally Pryor. Profiles, publications and supervision details are also available.

**Graduates:** No information but there are e-galleries of past student work.

**Comments:** Subjects and staff are shared across the Media Arts and Visual Media departments for students undertaking a Bachelor of Arts majoring in either area. The website states that "an holistic approach to a study of the media" is made available with students having "many opportunities to create projects across art forms." There seems to be an even balance between theory and practice, both in courses and staffing. The site is simple and easy to navigate with general information and links to more detailed subject material. The website includes a handy 'on-line resource book' that summarises courses, presentation requirements, facilities, equipment loans, local production companies and services.

#### Victoria University, School of Communication, Culture and Languages

**Location:** St Albans Campus, McKechnie Street, St Albans VIC 3021

**Phone:** 03 9919 2136

**Email:** scl@vu.edu.au

**Website:** www.vu.edu.au/Faculties/Arts\_Education\_and\_Human\_Development/index.asp

**Subject Areas:** multimedia design & animation, digital sound and video, web development, interactive programming, performance studies, cyberculture studies, video art, the digital image, aesthetics and art criticism

**Qualifications:** Bachelor of Arts (with majors Media Studies, Communication Studies, Multimedia); Specialist Bachelor of Arts (Multimedia, Bachelor of Arts (Performance and Multimedia); Bachelor of Arts (Honours); by coursework - Graduate Certificate/Graduate Diploma Masters of Arts in Communication; by research - Master of Arts and PhD

**Fees:** Undergraduate - CSP places available to Australian students. Postgraduate - Masters by coursework or research \$8,000 per semester, PhD \$9,000; some grants & scholarships available

**Facilities:** General list of facilities including Mac multimedia laboratories audio and videos studios, postproduction facilities, audio/visual field kits

**Teachers:** Staff list with profiles. 5 staff members are dedicated to multimedia.

**Graduates:** No specific information in this department section though in the general courses section there is a testimonial from a multimedia student.

**Comments:** The school covers a broad scope of humanities subjects. Media Studies, Communication Studies and Multimedia can be studied generally as part of an arts degree or there is a specialist Bachelor of Multimedia. Of particular interest is the Bachelor of Performance & Multimedia with emphasis on refining skills in "improvisation, voice, movement, web-design and authoring, animation, digital sound design, graphics, file formatting, compression and cross-platform production." Postgraduate research study can have a split creative/theoretical process. The site provides general information but there are no clear links from body copy to more detailed course and subject information. This must be accessed via the main university courses link.

#### Victorian College of the Arts, The School of Film and Television

**Location:** 234 St Kilda Road, Southbank, VIC, 3006

**Phone:** 03 9685 9000

**Email:** ftv.info@vca.unimelb.edu.au

**Website:** www.vca.unimelb.edu.au/ftv

**Subject areas:** Screenwriting, screen studies, actor directing, animation, documentary, narrative, visuals effects, producing, directing, and editing.

**Qualifications:** Bachelor of Film and Television; Graduate Diplomas in Film and Television (streams in Animation, Documentary, Narrative, Visual Effects); Postgraduate Diploma in Producing; by coursework - Masters in Film and Television (streams in Animation, Documentary, Narrative and Visual Effects); by research - Masters in Film and Television, Masters in Film and Television Producing

**Fees:** Undergraduate - CSP available for Australian students. Post graduate - from \$14,330 per 100 credit points, some CSP available for Australian students

**Facilities:** Location equipment for broadcast quality video and 16mm film production, 2 film studios, 2 rushes rooms, a 90-seat cinema and digital post production facilities for both sound and vision and animation and visual effects studios.

**Teachers:** A complete list includes contact information and biographical details for some staff. Staff have considerable experience in the industry and include documentary maker Steve Thomas and cinematographer and filmmaker Nicolette Freeman.

**Graduates:** There is an alumni page on the website featuring an impressive list of well known filmmakers including Adam Elliot (*Harvey Krumpet*), Anthony Lucas (*Jasper Morello*), Ana Kokkinos (*Book of Revelation*) and Sandra Sciberras (*Caterpillar Wish*).

**Comments:** The school offers a range of undergraduate and postgraduate courses covering all aspects of film and television production with streams in animation, documentary, narrative, visual effects and producing. Emphasis is on the development of the creative practitioner with the site stating, "Students are encouraged to be innovative, to experiment, to explore ideas and develop the expertise to express their ideas in motion pictures for an audience."



Students develop craft skills with special emphasis on screenwriting and direction and editing." The site is attractive, clean and easy to navigate, with good detail on courses, subjects and reading materials. There are also a variety of short courses including ones for seniors, teenagers, summer and winter schools and a part time foundation course.

## QUEENSLAND

### Bond University, Centre for Film, Television and Screen Based Media

**Location:** Cnr Cottesloe and University Drives, Robina, QLD 4229

**Phone:** 1800 074 074

**Email:** information@bond.edu.au

**Website:** www.bond.edu.au/hss/film/index.htm

**Subject areas:** film and video production, scriptwriting, the film industry, directing, producing, cinematography and lighting, TV commercial production, music video production, screen studies, entrepreneurship, cultural and ethical values, law and society, strategic management, information technology, multimedia, interactive media, 3D animation, software design, information systems, engineering audio

**Qualifications:** Bachelor of Film and Television, Bachelor of Arts (Film and Television), Bachelor of Communication (Film and Television) (Business with Film & TV Major); Bachelor of Multimedia Design (Advertising) (Mass Communication) (Production); by coursework - Postgraduate Diploma in Film and Television, Master of Film and Television, Doctor of Creative Arts (Film & Television)

**Fees:** Bond is a private, not-for-profit university so fees apply to all study on a per subject basis. For 2006 the subject fee is \$2,855 with 24 subjects required for a BA, \$68,520 total. Master of Film & TV: \$34,260. Loan schemes and some scholarships are available.

**Facilities:** A description of facilities is hard to find, listed under "Prospective Students" on the general university homepage. It includes editing suites, professional TV Studio with 3 broadcast cameras, 24 input audio desk, Atom computerised lighting grid, News King newsroom/prompter system.

**Teachers:** A complete list of academics, biographies and areas of interest are listed under the 'Experts at Bond' link.

**Graduates:** The site states: "Bond student entries are currently screening in more than 30 festivals worldwide", and that there is strong industry acceptance of students evidenced by their intern placements "on actual film and television productions". Under 'resources' there are 3 examples of past student works.

**Comments:** The centre offers a range of degrees focused on film and television. The courses are industry and business-oriented. The description of the Bachelor of Film states, "These courses balance theory with practice and provide scope for individual creativity, while emphasising the practical competencies required in the workplace." They offer an accelerated mode with students able to complete the 24 required courses in 2 rather than 3 years, allowing "earlier entry to the workforce" and getting students "accustomed to strict timelines." The website is clear and has a 'business' orientation. There are subject breakdowns for each course, but the subject descriptors are fairly brief. The school's links to the Gold Coast-based commercial film industry are heavily stressed.

### Griffith University, Griffith Film School

**Location:** Nathan Campus, Kessels Rd, Nathan QLD 4111

**Phone:** 07 3875 3112

**Email:** enquiry@griffith.edu.au

**Website:** www.gu.edu.au/faculty/qca/

**Subject areas:** film and television - directing, scriptwriting, camera, sound and editing; animation - character animation, conceptual development, editing, freelance illustration, photography, post-production, sound recording, storyboarding, traditional and computer animation. Postgraduate subject areas - script writing, budgeting, production documentation, studio and location camera, lighting and sound procedures, audio and video editing, audience identification, and product distribution and exhibition.

**Qualifications:** Bachelor of Film and Screen Media; Bachelor of Animation, Bachelor of Digital Media Production; Graduate Certificate/ Graduate Diploma in Media Production; Master of Arts in Media Production

**Fees:** Undergraduate - CSP available to Australian students. Post-graduate - (2007) Master of Arts & graduate diplomas from \$8,300

**Facilities:** No details on the website.

**Teachers:** A full list is provided with brief biographies. Staff include filmmakers Ian Lang, Trish Fitzsimmons and Pat Laughren.

**Graduates:** The "Student Profile" page includes comments from 7 graduates now working in the Australian film industry. Graduates include Tracey Moffat and documentary maker Peter Hegedus (*Inheritance: A fisherman's story*)

**Comments:** Griffith Film School at Griffith University's Queensland College of Art offers a broad range of Bachelor and Masters degrees in areas such as animation, film and media production. It boasts the highest enrolments nationally and the art school claims to be one the oldest in Australia. The site is heavily designed and offers general information on the school, staff and students with course information on the main university site - although this is not well linked and is not as detailed as it could be. There are brief staff biographies and the academics have extensive experience in film and television. There is no information about facilities or equipment, although it appears that students have the opportunity to work with film as well as video. The school states that "Course studies and choice of electives will position students for the challenge of screen production in an era when the barriers between different production technologies, genres and audiences are crumbling." A new purpose-built site will open at Southbank in 2007.

### QPIX Queensland Filmmakers Centre

**Location:** 33a Logan Rd, Woollongabba, Brisbane, QLD, 4102

**Phone:** 07 3392 2633

**Email:** info@qipixtraining.com.au

**Website:** www.qpix.org.au/

**Subject areas:** script writing, camera operation, lighting design and operation, sound recording and design, editing, directing, producing, production management, screen industry.

**Qualifications:** Certificate IV in Screen; Advanced Diploma of Screen

**Fees:** Certificate IV in Screen \$7,000 (22 weeks); Advanced Diploma of Screen \$13,000 (44 weeks)

**Facilities:** Web users can download a rate card with a full list of equipment and facilities available for hire, plus rates.

**Teachers:** No information on the website, but QPIX does produce a brochure with teacher biographies and credits. All have been working in film and television for many years.

**Graduates:** No information, but the training brochure has several quotations from graduates who have gone on to work in the film and television industries.

**Comments:** The Queensland member of Screen Development Australia, QPIX offers a vocationally-orientated Certificate IV in Screen and an Advanced Diploma of Screen, as well as a range of inexpensive short courses on basic production skills. The site states that courses are "intensive, industrially modeled, and have a bias towards production." The Advanced Diploma has 2 elements - the Director-Producer cluster and the Screen Writing cluster, the latter of which can be taken singly for a certificate of attainment. The course offers a 1-year credit at QUT and students leave with at least 2 professional works (a music video and a commercial) for their showreel. The website is basic, clear and easily navigable but does not have

information about teachers and facilities, instead referring potential students to register for the information pack. QPIX also runs a range of production subsidy programs and has a full range of 8mm, 16mm and video equipment for hire at cheap rates. The website has essential information up front (eg fees), but is designed more as a first port of call rather than as a comprehensive information provider.

### Queensland School of Film and Television

**Location:** 22 Gore St, Albion, Brisbane, QLD, 4010

**Post:** PO Box 380, Fortitude Valley, QLD, 4006

**Phone:** 07 3262 5022

**Email:** info@qsft.qld.edu.au

**Website:** www.qsft.qld.edu.au

**Subject areas:** film production, lighting, editing, camera, computer skills for production, video production, cinematography, sound, documentary, production design, production management, television production, television production, industry knowledge

**Qualifications:** Certificate II in Screen (1yr, 1 x 2-3hr session per week); Certificate III in Screen (1yr 1 x 2-3hr session per week); Diploma of Screen (2 yrs)

**Fees:** Not stated on website.

**Facilities:** No details on the website. The school's Information Booklet states that the school has fully equipped sound and non-linear editing studios, and video and film cameras for student use, including the opportunity to work with 35mm film.

**Teachers:** No details although there is a list of highly commercial, generally American productions that staff have been involved in, such as *The Crocodile Hunter* (TV series and feature film), *Beastmaster* (TV series) and *American Ninja III* (feature film).

**Graduates:** No details. The school's Information Booklet cites graduates who have worked on *Peter Pan*, *Big Brother*, *Flipper* and *Lost World*.

**Comments:** This is a private school offering Certificates II and III in Screen which are recommended for secondary school age students. It also offers a 2-year Diploma of Screen and customised short courses. The courses are oriented towards industry-based technical training, with the website stating: "All subjects in our courses are directly relevant to the film and television industry." The school's website is easy to use but quite basic-another first port of call. There are no detailed course breakdowns and users have to contact the school for key information such as course fees.

### Queensland University of Technology, Creative Industries Faculty

**Location:** Musk Ave, Kelvin Grove, QLD, 4059

**Phone:** 07 3864 8114

**Email:** creativeindustries@qut.com

**Website:** www.creativeindustries.qut.com

**Subject areas:** film & television - producing, directing, scriptwriting, cinematography, editing, sound, virtual cultures, international cinema, film history, Australian film and television, multi-camera television studio production, inter-facing media and 3D animation; communication design - interaction design, electronic publishing, animation, information design, and multimedia; sound design - recording, sequencing, generative and composition techniques, sound for animation, contemporary digital sound environments and immersive soundscape design.

**Qualifications:** Bachelor of Fine Arts (Film and Television with specialisations producing, directing, scriptwriting, cinematography, editing or sound) (Animation) (Sound Design), Bachelor of Creative Industries (Television) (Interdisciplinary - with a sub-major in Screen Studies, Digital Media) (Interdisciplinary with a sub-major in Sound Studies) (Communication Design); Bachelor of Creative Industries/Bachelor of Information Technology; some honours available; Graduate Certificate/Graduate Diploma/Masters of Creative Industries (Communication Design); Graduate Diploma/Certificate/Masters of Music; by research - Master of Arts, Doctor of Creative Industries, Doctor of Philosophy (Creative Industries)

**Fees:** Undergraduate - CSP available to Australian students. Postgraduate - (2006) \$120 per credit point (DCI 288 credit points).

**Facilities:** General information about equipment listed and includes film and television studios, post-production facilities as well as exhibition and performance spaces tailored for multimedia activities which are all part of the purpose built Creative Industries Precinct.

**Teachers:** A full list on the website by department with links to biographies, though not all are entered. Staff have considerable industry experience.

**Graduates:** The link to 'graduate achievements' does not work.

**Comments:** QUT's Faculty of Creative Industries offers a wide range of degrees providing training in film and television, communication and sound design (through the Music department). As well as specialised Bachelor of Fine Art degrees the faculty also offers a Bachelor and Master of Creative Industries in specific fields as well as an interdisciplinary version with sub-majors. The BCI is described as offering "a balance between theory and practice [with] a strong applied industry focus." There is a vocational emphasis in most degrees with much discussion about industry and business partners. The site structure is good with seemingly all the information you might need: facilities, news, graduate achievements, however several of these do not function, and the site did not work at all using Safari 2.03. There is no direct link to course details, instead you must search the study finder. Research is emphasised, particularly in relation to industry partnerships and several ARC projects are underway. The Creative Industries Faculty plays a leading role in the Institute for Creative Industries and Innovation (iCI), a new multi-faculty research institute based at the QUT.

### QANTM College (see also SAE in National entry, p32)

**Location:** Level 13 QANTM House, 138 Albert St, Brisbane, Qld 4000

**Phone:** 07 3017 4333

**Email:** enquiries@qantmcollege.edu.au

**Website:** www.qantmcollege.edu.au/

**Subject Areas:** animation - 2D and 3D animation for the games, film, television, script writing, storyboarding, character development, project management and legal issues; digital video - project planning, storyboarding, animation, audio production, editing, cinematography, compositing, DVD authoring and special effects creation; games - system design, mathematics for programming, AI and agent systems, game engine development, C++/STL programming

**Qualifications:** Certificate III in Screen, Certificate II, III & IV in Multimedia; Bachelor of Interactive Entertainment (Animation) (Games Programming); Diploma of Screen (Animation) (Digital Video Production); Diploma IT (Games Development); Bachelor of Applied Multimedia, Diploma of Multimedia (Graphic Design)

**Fees:** Ranges from Certificate III Screen \$3,519, to Bachelor Interactive Entertainment \$15,500, which can be paid upfront or as you go.

**Facilities:** Basic information on facilities - 275 computers with "latest industry software."

**Teachers:** Listed with position and contacts. Most biographical entries are yet to be entered. Site states, "staff are all industry experienced in their field."

**Graduates:** There are testimonials, a stills gallery and a short showreel. In a recent press release QANTM claims that over 80% of last year's graduates are working in the industry both in Australia and internationally.

**Comments:** QANTM was founded in 1996 by Queensland and Northern Territory government departments and the major Queensland universities. It is now owned and operated by SAE College (see national entry). It offers a variety of courses concentrating on animation and games development with some digital

video training. The courses are vocationally focused and the site emphasises the “powerful links with industry” including internships “that benefit students in both their knowledge and employability.” The site is attractively designed, easy to negotiate and includes all relevant information, although facilities and staff information is minimal. The college also offers online study programs from Certificate II to Diploma.

## AUSTRALIAN CAPITAL TERRITORY

### Australian National University, Faculty of Arts, School of Humanities

**Location:** AD Hope Building, Ellery Crescent, ANU, Acton, ACT 0200

**Phone:** 02 6125 3708

**Email:** schoolofhumanities@anu.edu.au

**Website:** arts.anu.edu.au/humanities/index.htm

**Subject areas:** film history, aesthetics, theory and analysis and a range of specialist subjects such as European Cinema, documentary film and directing for film.

**Qualifications:** Bachelor of Arts (Film Studies); by research - Masters and PhD

**Fees:** Undergraduate - CSP for Australian students. Postgraduate - RTS for research places

**Facilities:** No details on website. This course is purely theoretical but has connections with the Centre for New Media Arts.

**Teachers:** There are 3 dedicated film studies teachers with email contacts and areas of research listed but no other biographical detail.

**Graduates:** No details.

**Comments:** With 3 staff members, the Film Studies Program at ANU in the Faculty of Arts, School of Humanities, depends on students working across the faculty to make up a film theory major. The website states that the program “brings together different perspectives offered by a variety of courses in a range of disciplines and programs throughout the university. Film Studies courses also feed well into other majors such as Theatre Studies and Gender, Sexuality and Culture. They complement courses offered by the Centre for New Media Arts.” An internship at The National Film and Sound Archive is available via selection.

### Australian National University, Centre for New Media Arts

**Location:** Peter Karmel Building 121, Childers St, Acton, ACT 0200

**Phone:** 02 6125 5640

**Email:** cnma@anu.edu.au

**Website:** www.anu.edu.au/newmedia

**Subject areas:** computer music, digital video, interactive digital media and cinema, anthropology of media, new media performance, animation, VJing, motion graphics, virtual reality, computer games, digital media fusion.

**Qualifications:** Bachelor of Arts (Digital Arts) (New Media Arts); by course work - Master of New Media Arts; by research - Masters and PhD

**Fees:** Undergraduate - CSP for Australian students. Postgraduate - RTS for research places

**Facilities:** A list accompanying each course descriptor details equipment which includes computers with editing and special effects software, a green screen room, editing stations, sound mixing/foley studios, lighting equipment and 2 sound studios.

**Teachers:** The website contains a complete staff listing, most with biographical details. Staff includes composers/sound artists Alistair Riddell and Lea Collins and digital video expert Ch Baker.

**Graduates:** The alumni page profiles a number of recent graduates but does not indicate where they are now employed. There are detailed profiles of current postgraduate candidates and their research subjects.

**Comments:** ANU's Centre for New Media Arts offers a range of courses specifically focused on key aspects of electronic arts practice: digital video, animation, computer music and interactive digital media. CNMA sees itself as providing “a unique environment in Australia for the artistic use of computers and a focus on interdisciplinary education for artists.” As well as the BA Digital Arts the centre offers a unique degree, the BA New Media Art, which the site states “offers a marriage of the arts with design, application and performance.” Students can major in Digital Humanities, Cinemedia, New Media Performance or IT in New Media Arts. The website is well designed and easily navigated with detailed course information accessed via the main ANU site. The positioning statements and definitions of study areas are well written and dynamic making the CNMA approach seem particularly appealing.

### University of Canberra, School of Creative Communication

**Location:** Building 9, Level C, Division of Communication and Education, University of Canberra ACT 2601

**Phone:** 02 6201 2972

**Email:** Margaret.Russell@canberra.edu.au

**Website:** www.ce.canberra.edu.au/cc/

**Subject:** media production - animation, sound, video, on-line and off-line interactive forms (web sites, CD-ROMs, DVDs), interactivity and digital distribution, television production, media and scriptwriting, literary studies, cultural studies, interactive writing

**Qualifications:** Bachelor of Communication (Media/Multimedia Production) (Creative Writing); by course work (online) - Master of New Media, Master of Creative Writing; by research - Master of Arts in Communication, PhD in Communication

**Fees:** Undergraduate - CSP places available for Australian students; postgraduate - (2007 per year) by coursework Master of New Media Art \$11,390, by research Master of Communication \$14,160; some RTS places available for research students.

**Facilities:** A basic listing includes television and radio studios, audio recording facilities, digital video editing, new media labs, location recording equipment.

**Teachers:** Detailed staff profiles, including prominent new media theorist Mitchell Whitelaw and leading new media artist Stephen Barrass and writer Francesca Rendle-Short. Staff pages emphasise the interdisciplinary focus.

**Graduates:** There is a page for graduate information, but no graduates listed.

**Comments:** The school offers a Bachelor of Communication in Media/Multimedia Production or Creative Writing which covers both theory and practice. The website states that the school encourages “development of theoretical orientations, critical perspectives, and practical skills” and “fosters creativity in a cross-disciplinary climate of intellectual rigour.” Research degrees have the option of a creative component. The school's site is easy to use but contains only very general information. There are no details on graduates or subject breakdowns making it difficult to get a clear sense of the new media course, however the emphasis on interdisciplinarity is interesting.

## WESTERN AUSTRALIA

### Curtin University of Technology, Department of Media and Information, Department of Design, Department Art

**Location:** Building 209, 3rd Floor, Room 324, Bentley Campus off Kent St, Perth 6102

**Post:** GPO Box U1987, Perth WA 6845

**Phone:** 08 9266 7211

**Email:** msc.enquiries@curtin.edu.au

**Website:** smi.curtin.edu.au/index.cfm, www.humanities.curtin.edu.au/

**Subject areas:** film & television - film and video broadcast production, film and video corporate production, scriptwriting, screen history, cultural narratives, animation, Asian cinema; internet studies - theory, production, business; media studies - media communication and information, indigenous issues, globalisation, network culture and the virtual society; multimedia - interactivity and narrative, interdisciplinary design, 2D & 3D animation, game design, internet, motion graphics; electronic arts - video, multimedia installation, sonic art, interactivity, connectivity, robotics, virtual reality, artificial life

**Qualifications:** Bachelor of Arts (Media Studies) (Film and Television) (Internet Studies) (Mass Communication) (Multimedia Studies-through Dept Design); by coursework - Graduate Certificate/Diploma in Internet Studies, Master of Internet Studies, Master of Media Management, Master of Electronic Arts (through Dept Art); by research - Master of Arts, Master of Creative Arts and PhD

**Fees:** Undergraduate - CSP places available to Australian students. Postgraduate - 2006) DFF \$50-56 per credit point. Some RTS places available for Research degrees.

**Facilities:** No information, however elsewhere on the site it is stated that “students of Film and Television have access to industry standard equipment for producing, editing and viewing their work.” There are also extensive computer labs. The Department of Art includes the Studio of Electronic Arts but no specific details are listed.

**Teachers:** Staff lists can be accessed through the individual courses, schools and faculty. Some have biographies, areas of research and publications but not all. Electronic Arts is headed by Paul Thomas, director of BEAP (Biennial of Electronic Arts Perth).

**Graduates:** Under Film & TV there is a news section with recent award winners and screenings. The main site states that “Many Curtin Film & TV students have won industry awards for their work, such as WA Screen Awards and The National Antenna Awards for TV.” There is a stills gallery of past student showcases.

**Comments:** Curtin offers a variety of study pathways through several departments. The Department of Media and Information offers a specialised Bachelor of Arts degree in which students can major in Internet, Media Studies or Film and Television. The Bachelor of Mass Communication allows for study of 2 or more related fields” at the intersection of media, information and new communications technologies.” The Bachelor of Arts Multimedia is run through the Department of Design. The Film and Television course is industry-oriented, providing practical training and media studies. The Media major covers some of the same ground as Film and Television. The Bachelor of Arts Internet is a relatively new degree that offers an “array of skills and knowledge relating to Internet policy, business and social communities, web design, cyberculture.” There are also study options for this through the Open University. The Master of Electronic Arts is run by BEAP director Paul Thomas. Individual school sites are easily navigated with links to the university handbook for detailed information on courses and subjects. The main university faculty page is also detailed (perhaps more so) which becomes confusing and there doesn't appear to be a link to the School of Media (under review).

### Edith Cowan University, School of Communications and Contemporary Arts

**Location:** 2 Bradford St, Mount Lawley, 6050

**Phone:** 08 9370 6753

**Email:** info.scca@ecu.edu.au

**Website:** http://www.scca.ecu.edu.au/

**Subject areas:** screen studies, film & video production, scriptwriting, media & culture, mass communication, game design, creative technologies, interactive media, visual arts/electronic arts

**Qualifications:** Bachelor of Communications (Mass Communication) (Media & Cultural Studies) (Screen Studies); Bachelor of Contemporary Arts (Visual Art including Electronic Arts); Bachelor of Creative Industries (Creative Technologies) (Film & Video) (Games Design & Culture) (Interactive Media); Bachelor of Science (Digital Media); by coursework - Graduate Certificates (Communication) (Creative Industries), Graduate Diplomas (Communication) (Broadcast) (Creative Industries), Masters (Contemporary Arts) (Innovative Technology) (Professional Communication-Screen Studies); by research - Masters and PhD

**Fees:** Undergraduate - CSP places available to Australian students. Postgraduate - some RTS funded places. Some scholarships available for coursework degrees. (2006 fee) Master of Creative Arts \$14,482 for 1 year.

**Facilities:** Site boasts 24 hour access to artist studios, edit suites, computer labs with digital and analogue professional video, audio and photographic equipment available on loan. There is also an image gallery of facilities but no detailed list.

**Teachers:** Staff are listed with photographs and contact information but no biographies.

**Graduates:** There is a gallery section but without content.

**Comments:** The school offers several bachelor degrees that allow students to focus on different aspects of creative screen activity. Film & Video can be studied via the Communications degree or Creative Industries and is operated through the WA Screen Academy which has a strong practical focus. Interactive and Multimedia is through Creative Industries with programming offered via Bachelor of Science, and Electronic Arts taught through Visual Arts in the Contemporary Arts degree. The school also offers a range of vocationally oriented postgraduate courses. While the general layout of the site is clear, information between the handbook and the school's website does not always correlate and several of the courses can only be accessed through PDFs which have almost no information in them. The site descriptors have a strong marketing tone, information is quite general and course divisions are confusing.

### Film and Television Institute of Western Australia

**Location:** 92 Adelaide St, Fremantle, WA, 6959

**Post:** PO Box 579, Fremantle, WA, 6959

**Phone:** 08 9431 6700

**Email:** ffi@ffi.asn.au

**Website:** www.ffi.asn.au

**Subject areas:** digital video production - camera operation, sound recording, non-linear editing, script development and interpretation, project management; screen writing - narrative, collaboration, negotiation, editing, screen producing; animation - drawing, design, traditional and digital 2D animation, maquette design, model making, 3D animation and motion capture

**Qualifications:** Diploma of Animation, Diploma of Screen Writing, Diploma of Screen Producing; Advanced Diploma in Screen (Video Production)

**Fees:** (2006) Diploma in Animation \$6000 (6 mths); Diploma of Screen Writing \$4,000 (6 mths); Diploma of Screen Producing \$4,500 (6 mths); Advanced Diploma in Screen \$6,500 (30 wks full-time)

**Facilities:** Full list of equipment and facilities for hire, including rates. The FTI has a full range of video equipment, but no film gear.

**Teachers:** Tutors for each course are listed on the website, but without biographies. However, brief biographical details are provided on the brochures for each course.

**Graduates:** No information although the news section lists student works that have been nominated for and/or won awards.

**Comments:** FTI is the WA member of Screen Development Australia. Like SDA members in other states it offers vocational training and equipment hire but is much more heavily involved in funding projects



and running initiatives like the *Making Movies Roadshow*, which travels to communities in rural WA, and a variety of screen culture activities such as the WA Screen Awards. The FTI also offers a series of short courses, runs a cinema, a bookshop and forums. There are detailed breakdowns of each course. The organisation also includes the FTI Animation Centre which runs KEYFRAME, an open access program "that aims to bring together animation developers and early career animators", developing 6 projects a year. The website is easily navigated and, except for teaching staff, contains all relevant information.

**Murdoch University, School of Media Communication & Culture**

**Location:** Murdoch University, South Street Murdoch, Western Australia 6150

**Phone:** 08 9360 6093

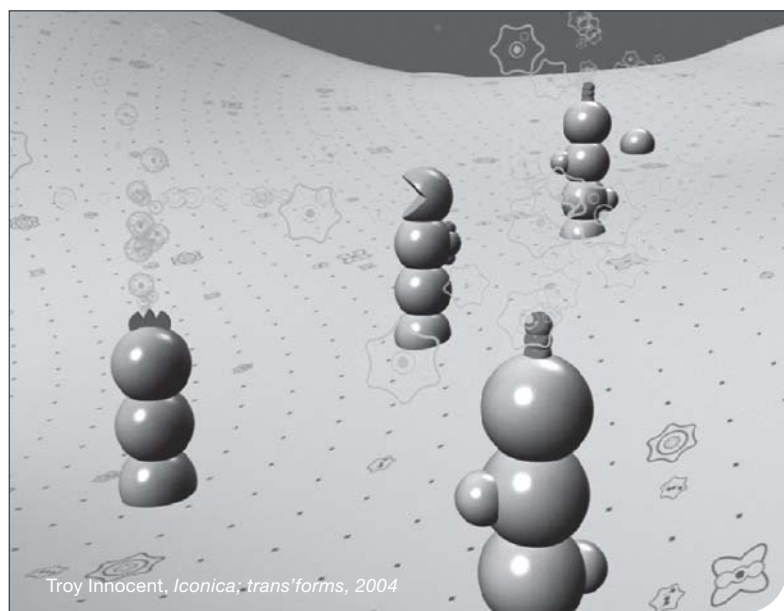
**Email:** v.hamey@murdoch.edu.au (Administration)

**Website:** www.mcc.murdoch.edu.au; see also http://nass.murdoch.edu.au

**Subject areas:** multimedia - screen-based graphic design, 2D and 3D animation, digital media and screen production, games design, interactive authoring, information systems design; screen & sound - cinematic and photographic design, documentary, drama and experimental film, television and digital production, animation, e-games, interactive TV, sonic media, community and indigenous media; radio - broadcasting and audio production, reporting, presenting, producing, digital recording and editing; media studies- analysing and producing media texts in screen and sound media and new technologies.

**Qualifications:** Bachelor of Media (Media Studies) (Radio) (Screen and Sound), Bachelor of Multimedia; Graduate Certificate in Radio, Journalism; Graduate Diploma (Media Management)

*continued on page 32*



Troy Innocent, *Iconica; trans'forms*, 2004

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Zoe Scoglio, *Graslands*, 2005 Screen excerpt from animation

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martine.corompt@rmit.edu.au

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## Electronic Media Art at Monash

### Caulfield campus

A result of the exchange between art and science, electronic media art is inspired by the convergence of disciplines in contemporary media and technology. Explore this field as part of the Master of Fine Art within Monash's Centre for Electronic Media Art (CEMA). Students will have access to interfaculty supervision across Art & Design and IT; computer labs with industry standard software; professional digital video and photomedia studios; and access to research studios.

CEMA is an interfaculty research initiative across the faculties of Art & Design and Information Technology, [www.csse.monash.edu.au/~cema](http://www.csse.monash.edu.au/~cema)

**Information Sessions** 12 October and 25 October, 6.30 pm, Lecture Theatre, Art & Design Building, Monash University Caulfield campus, 900 Dandenong Road, Caulfield East Vic 3145.

Contact Susan McLeish to register. Tel + 61 3 9903 1962, [postgrad@artdes.monash.edu.au](mailto:postgrad@artdes.monash.edu.au)  
[www.artdes.monash.edu.au](http://www.artdes.monash.edu.au)

 **MONASH University**  
Art & Design



**media**  
MACQUARIE UNIVERSITY  
**Department of Media**  
**Macquarie University**

  
**MACQUARIE**  
UNIVERSITY ~ SYDNEY

### > Higher Degree Research Degrees

The Department of Media offers supervision at both Master of Philosophy and Doctor of Philosophy levels. We aim to create an intellectually and creatively stimulating environment that fosters research and the development of new knowledge across media theory, writing and production.

Research orientations reflect the Department of Media's integrated approach to media theory and production and theses can be presented in a variety of formats and media.

A research thesis may be 100% written or may include a creative component. Where there is a creative component, this could include digital video, audio, multimedia or media arts programs, media writing and scripts or non-fiction writing.

### MPhil PhD

Supervision by qualified staff is offered in the following areas:

**Film Theory**  
**Media Theory**  
**Industry & Policy**  
**Theories of Writing**  
**Sound & Radio Theory**  
**New Media Technology**  
**Film Music/Sound Theory**  
**Screenwriting**  
**Documentary**  
**Creative Non-Fiction for Print**  
**Radio/Sound Production**  
**Multimedia Production**  
**Screen Production**

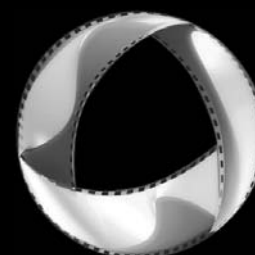
More information on supervisors and their research interests is available from our website at:

[www.media.mq.edu.au](http://www.media.mq.edu.au)

More information on Media and the application process is available from the HDR Convenor, Dr. Willa McDonald:

**Dr Willa McDonald**  
(02) 9850 9190  
[willa.mcdonald@mq.edu.au](mailto:willa.mcdonald@mq.edu.au)

AUSTRALIA'S INNOVATIVE UNIVERSITY



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CRICOS Code 02631G Provider No. 91074

(Media Production); by coursework Master of Arts by personal program; by research Masters (with training), Masters of Philosophy and PhD

**Fees:** Undergraduate - CSP available for Australian students. Postgraduate - a 4 point course starts at approximately \$1302; RTS available for research degrees

**Facilities:** Comprehensive list of facilities and equipment that are also available for commercial hire through the Media Arts Centre including: 2 TV studios, 1 sound recording studio, 5 advanced and 9 basic video edit booths, 3 radio broadcast studios, desktop publishing lab with 25 computers, 3 conference rooms, 1 audio edit lab - 16 Seats, 2 surround sound edit suites, a multimedia lab with 16 computers, radio/TV News Room. Site also includes QuickTime VR tours and a promotional video.

**Teachers:** Staff are listed with concise biographical information and areas of interest and include Mick Broderick (media analysis), Mark Cypher (multimedia, RT 74, p24) and Vicki Wilson (new media).

**Graduates:** The alumni section lists successful graduate activity such as placement in a variety of roles with major broadcasters and independent film productions and includes Robyn Kershaw (Producer, Looking for Alibrandi, Kath and Kim).

**Comments:** The School of Media Communication & Culture at Murdoch offers a variety of majors through their Bachelor of Media allowing students to gain both practical and theoretical training across a wide range of media related sectors. While there is emphasis on industry readiness there is also a strong focus on creative work dealing with "the vital issue of content..." through projects that "explore the relationships between new and traditional media, and...push the creative boundaries of interactive multimedia." The school includes three "research and production hubs": Centre For Everyday Life, Interactive Television Research Institute and the Media Arts Centre (MAC). MAC is also currently the home for the National Academy for Screen and Sound (NASS) which is a multi-campus research centre, headed by filmmaker Dr Josko Petkovic, producing creative works based on research in media, communication and culture with researchers assisting the delivery of post and undergraduate courses at Murdoch. NASS produces IM: Interactive Media, an interdisciplinary refereed e-journal, the interactive forum for researchers in screen and screen production. There is also a focus on Indigenous media studies through the degree courses and the Kulbardi Wangkiny Pre-Media Program short summer course. The School of Media Communication & Culture website is simply designed and well organised with easily accessed, comprehensive information on courses, staff and facilities (although contact and location information take a bit of finding).

### TAFE WA Central, School of Art, Design and Media,

**Location:** 19 Aberdeen St Perth, 6000; 40 Royal St East Perth WA 6004

**Phone:** 1300 300 822

**Email:** enquiry@central.wa.edu.au

**Website:** central.tafe.wa.edu.au

**Subject areas:** multi-camera operations, direction, editing, sound, production management, production design; multimedia - web design, 3D animation, programming

**Qualifications:** Certificates II - IV Screen, Diploma Of Screen, Advanced Diploma Of Screen, Advanced Diploma Of Screen (Camera) (Directing) (Editing) (Producer) (Production Design) (Sound); Certificates II - IV Multimedia, Diploma Multimedia, Advanced Diploma of Art and Design (Animation)

**Fees:** fees vary with each qualification; maximum tuition fees for 2006 are \$496.40

**Facilities:** General details provided.

**Teachers:** No information.

**Graduates:** No information.

**Comments:** TAFE WA Central offers a broad range of vocational certificates and diplomas in all aspects of film and video production and multimedia. Information on courses is brief and the website is very difficult to navigate, seemingly built around searching for individual courses. I was unable to easily access the school's section of the site (I found the link under 'prospective students') as the sub-menus malfunction in Safari and crash Explorer. The courses appear to be directed towards careers in television, although students get to work with 16mm film in at least some of the courses.

## SOUTH AUSTRALIA

### Flinders University, Department of Screen Studies

**Location:** Room 252, Humanities Building, Humanities Rd, Flinders University, Bedford Park, Adelaide, 5042

**Post:** GPO Box 2100, Adelaide 5001

**Phone:** 08 8201 2578

**Email:** screen.secretary@flinders.edu.au

**Website:** ehlt.flinders.edu.au/screen/

**Subject areas:** film theory, Hollywood cinema, television history and theory, national cinemas, sex and gender, counter cinema, documentary, multimedia design, interactive media, screen production (film and video).

**Qualifications:** Bachelor of Arts (Screen Studies), Bachelor of Creative Arts (Screen Production); by course work - Master of Creative Arts, Master Program in Natural History; by research - Masters and PhD

**Fees:** Undergraduate - CSP places available to Australian students. Postgraduate - MCA full fee paying (2006 fee) \$22,680. Some RTS places available for research students.

**Facilities:** The department has a range of video, Super 8 and 16mm film equipment and facilities, although the facilities page seems out of date referring to changes due to be made in 2003/2004.

**Teachers:** Full list of staff with biographies and areas of research interest on the website. Staff include Mike Walsh, Ruth Vasey, Richard Maltby and Julia Erhart who have all published extensively on film.

**Graduates:** A page describes the internships and attachments of recent graduates and various funding successes and screenings in international film festivals.

**Comments:** The department offers Bachelor degrees and a full range of post-graduate options. The Bachelor of Creative Arts (Screen Production) is more specialised providing a "rigorous survey of Screen Studies with professional grounding in Screen Production." Students work with digital video, Super 8 and 16mm film. The website stresses that graduates will be "industry ready." Third year and honours students may also apply to do a Practicum (industry placement subject to selection) with various organizations such as ANAT, Mercury Cinema and the Adelaide Film Festival. The Screen Studies Department website is simple but impressive with relevant and well written information. It's very easy to navigate and has a clear outline of degree subjects, each with a brief descriptor. The staff have published widely and are heavily involved in screen culture. There are also stills and excerpts from student shorts in either Windows Media or Flash versions, a resource page and an industry news section.

### University of South Australia, South Australian School of Art

**Location:** City West Campus, Kauma Building, Room K3-17, North Terrace (entrance via Fenn Place), Adelaide SA 5000

**Phone:** 08 8302 0380

**Email:** hazel.ryder@unisa.edu.au (Administration Officer)

**Website:** <http://www.unisa.edu.au/art/undergrad/newmedia.asp>

**Subject areas:** computer imagery, installation, website design, CD-ROM production, 3D modelling and animation.

**Qualifications:** Bachelor of Visual Arts (New Media Arts); by coursework Graduate Diploma in Visual Art & Design, Master of Visual Art & Design; by research - Masters of Visual Arts, PhD of Visual Arts, PhD of Visual Arts (major studio project)

**Fees:** Undergraduates - CSP places available for Australian students. Postgraduate - by coursework (2007) \$14,500 per annum. RTS places available for research students

**Facilities:** General listing on the website including 28 Macintosh computers and 20 PCs equipped with the latest software for new media requirements.

**Teachers:** 6 staff members are listed, 3 with brief biographical information. The Head of the New Media Studio is photographer Mark Kimber and the news section features current exhibition achievements of staff.

**Graduates:** There is an impressive list of well-known visual artists, but no new media practitioners.

**Comments:** The school offers a specialisation in New Media Arts as part of its Bachelor of Visual Arts. The new media section of the school appears to be quite small but growing with the site stating "our current agenda is the recruitment of sessional staff... forging links with the New Media industry and the development of new strategies for digital art, web and exhibition practice." The specialisation consists of 5 courses including 3D, installation, internet and multimedia. There is a stills gallery of student work. There is also a major studio project option for the PhD. The site is simple and informative and the program structures seem quite straightforward.

### University of South Australia, School of Communication

**Location:** Level 2, C Building, Magill Campus, Adelaide SA 5000

**Phone:** 08 8302 4486

**Email:** kerry.green@unisa.edu.au (Head of School)

**Website:** <http://www.unisa.edu.au/com/>

**Subject areas:** media arts - interactive multimedia, digital design, web development animation, film and television, music media

**Qualifications:** Bachelor of Media Arts (new in 2007)

**Comments:** A complete entry will appear in the 2007 Onscreen Course Guide.

## NATIONAL

### SAE Institute (see also Computer Graphics Colleges & QANTM)

**Location:** See website for colleges in Byron Bay, Adelaide, Brisbane, Melbourne, Perth and Sydney.

**Phone:** 1 300 855 551

**Email:** info@byron@sae.edu

**Website:** [www.sae.edu](http://www.sae.edu)

**Subject areas:** film - digital film production and post-production including directing, producing, storyboarding, scriptwriting, camera, lighting, editing, compositing, business management, marketing, film financing, production timelines, 3D animation, motion capture technology; multimedia - fundamentals, graphics, digital theory, web design, CD and DVD authoring, multimedia business, professional experience program

**Qualifications:** Diploma of Screen (Film Making) (Animation) (Multimedia), Diploma of Creative Media, Diploma of Music Industry; Bachelor of Digital Media (Film) (Audio) (Multimedia) (Animation), BA Honours (Film Making) (Digital Animation) (Recording Arts) (Multimedia Arts); Master Creative Media Practice, (Honours and MA validated by Middlesex Uni, UK)

**Fees:** Vary across colleges with diploma & degree courses starting from around \$12,400 a year.

**Facilities:** Each branch lists extensive facilities which include state of the art digital video, audio multimedia equipment, studio and software packages.

**Teachers:** Only the Perth branch lists staff with profiles.

**Graduates:** The alumni page on the main site lists graduates from SAE colleges around the world working particularly in special effects on major films such as *The Millennium Man*, *Charlie and the Chocolate Factory* and *Batman Begins*. There are also galleries, showreels and news updates on graduates at some branch sites.

**Comments:** SAE Institute began as the School of Audio Engineering in Sydney in 1976. SAE now has colleges in 6 Australian and 47 international cities offering courses in audio production, multimedia, animation and filmmaking. Some courses are run through partner organisations such as QANTM and Computer Graphics Colleges. The Byron Bay college is the SAE International Headquarters and is the only one that offers Bachelor of Digital Media. The websites are straightforward and informative, although there is no search facility on the Byron Bay site. In most cases you have to register online to receive detailed information about costings and schedules. Subjects and facilities differ across the colleges, but they appear to live up to the claim that the institute offers 'state-of-the-art' resources and an extensive range of courses from practical skilling right through to internationally recognised higher degrees.