

# COMM 3050 SCREEN MEDIA: CAPSTONE PRODUCTION

**Credit Points** 10

**Legacy Code** 102834

**Coordinator** Maryella Hatfield (<https://directory.westernsydney.edu.au/search/name/Maryella Hatfield/>)

**Description** In this subject students produce projects that were planned and developed in the previous subject, Screen Media: Capstone Development. This subject provides the opportunity for students to consolidate theoretical knowledge and practise-based skills acquired throughout their course to produce a substantial screen media project. Students may choose to take on a leadership role such as producer or director, or students may choose develop their skills targeted to their own area of interest. This may involve a specific production area or crew role which may be undertaken on more than one project. Students will also produce an online portfolio featuring key achievements made throughout the course, for the purpose of enhancing graduate employment prospects.

**School** Humanities & Comm Arts

**Discipline** Audio Visual Studies

**Student Contribution Band** HECS Band 4 10cp

Check your fees via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 3 subject

**Pre-requisite(s)** COMM 3049 - Screen Media Capstone Development

**Equivalent Subjects** -

## Learning Outcomes

On successful completion of this subject, students should be able to:

1. Produce a screen media project that incorporates relevant theory and industry standard production workflows and practices.
2. Consolidate skills and knowledge in a particular production role or roles of interest.
3. Work both independently and collaboratively to effectively produce an interdisciplinary screen media project.
4. Apply reflective practice strategies to guide and problem solve in relation to screen media production.
5. Produce a portfolio website.

## Subject Content

1. Industry standard screen media production and post-production workflows.
2. The production and delivery of a screen media project to industry standards.
3. The refinement of skills and knowledge in a particular production role or roles of interest.
4. Critical reflection strategies in relation to screen media production.
5. Online portfolio production.

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are

regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Group	Mandatory Task
Quiz	5 multiple choice quizzes (10 questions per quiz)	10	N	Individual	N
Proposal	2,000 words or Equivalent	20	N	Group	N
Applied Project	Up to 10 mins or equivalent	30	N	Group	N
Reflection	1,500 words	20	N	Individual	N
Portfolio	1,500 words or equivalent	20	N	Individual	N

Teaching Periods

## Spring (2025)

**Parramatta - Victoria Rd**

**On-site**

**Subject Contact** Maryella Hatfield (<https://directory.westernsydney.edu.au/search/name/Maryella Hatfield/>)

View timetable ([https://classregistration.westernsydney.edu.au/odd/timetable/?subject\\_code=COMM3050\\_25-SPR\\_PS\\_1#subjects](https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=COMM3050_25-SPR_PS_1#subjects))