

## Master of Music Units of Study

### Research

#### **M5MUMR1: Introduction to Music Research**

This unit is designed to introduce students to the rigour of academic research.

The unit spans several modules covering the diverse fields of music research, applicable methodologies and an introduction to research ethics and critical thinking while progressively promoting information literacy.

#### **M5MURP1: Research Project 1**

This unit requires critical thinking, conceptualising, analysing and writing about music through 'traditional' research methodologies.

Operating in the mode of a directed project under academic supervision, the student will propose a research design, verbally present the design, and conduct research in the form a literature review which then culminates in a research project.

#### **M5MURP2: Extended Research Proposal**

This unit requires critical thinking, conceptualising, analysing, and writing about music through academic research methodologies. This unit can exist as a discrete unit of research; however, its intention is to provide an opportunity for a response to M5MURP1 as an epicycle of research, wherein an inquiry can become more specific, and/or broader in design.

Operating in the mode of a directed project under academic supervision, the student is required to propose a research design, verbally present the design, and conduct research leading to the development of an extended research proposal.

#### **M5MURP3: Research Project 3**

This unit requires critical thinking, conceptualising, analysing, and writing about music through academic research methodology.

The unit operates in the mode of a student directed project under academic supervision.

The unit requires the student to verbally present a progress presentation, gather data and generate findings through analysis.

The lecture modules can be taught weekly or intensively throughout the Study Period.

\*Students will apply the Extended Research Proposal generated in M5MURP2: Assessment 3 as a literature review to complete Assessment 3: Research Project (Thesis) for this unit. The page layout is set as one column with the option for landscape pages if required. Typing new content in directly is the preferred way to ensure a consistent type treatment.

### Major Study

#### **M5MUMS1: Major Study 1**

This unit is a practical and reflective research unit. Students will investigate creative, interpretive, and technical skills in their chosen field of study through coursework and independent practice-based research.

The unit consists of a significant piece of independent creative work, developed in consultation with a supervisor over the course of the study period, along with independent studies that support the creative work.

### **M5MUMS2: Major Study 2**

This unit is a practical and reflective research unit. Students will investigate creative, interpretive, and technical skills in their chosen field of study through coursework and independent practice-based research.

The unit consists of a significant piece of independent creative work, developed in consultation with a supervisor over the course of the study period, along with independent studies that support the creative work.

### **M5MUMS3: Major Study 3**

This unit is a practical and reflective research unit. Students will investigate creative, interpretive, and technical skills in their chosen field of study through coursework and independent practice-based research.

The unit consists of a significant piece of independent creative work, developed in consultation with a supervisor over the course of the study period, along with independent studies that support the creative work.

### **M5MUMS4: Major Study 4**

This unit is a practical and reflective research unit. It investigates the student's creative, interpretive, and technical skill on their chosen instrument, and music making process, through a practice-led research methodology.

Operating in the mode of a student directed project the Major Study give students the option to work individually and or collaborate in small groups.

Students will present a practical presentation of a 'work in progress' with a view to exploring, experimenting, and solidifying their ongoing Capstone Study Plan.

### **M5MUCP1: Capstone Creative Project**

This Capstone unit is the performance research culmination of the student's major studies. It emphasises the creative, interpretive, and technical skill on their chosen instrument, and or music making process, through a practice-led research methodology.

Operating in the mode of an independent project under academic supervision, the unit serves as a celebration of the student's practice at a Masters level.

The Capstone Creative Project can take the form of a publicly performed recital, or a folio of composed and or technically produced work (and or a hybrid project approved in M5MUMS4).

## **Electives** (not all available every study period)

### **M5MUGE1: Graduate Music and Sound for Media**

Graduate Music and Sound for Media elective is designed to expose students to the fundamental skills and knowledge required by composers and producers of music/sound in large and small screen applications, including fixed and interactive media.

Through the investigation of historical and current practices students gain an understanding of the craft of screen music/sound production, and an appreciation of the structural and technical possibilities in large and small screen environments.

### **M5MUGE2: Graduate Special Project**

This elective unit requires the student to plan, execute and document a significant external project - conducted at a professional level.

Students are required to demonstrate research skills, reflective practice, writing skills and creative thinking, by identifying moments of praxis in their process and product. This unit aims to cement documentation and reflective practice as core methods appropriate for music research led by practice.

Suitable external projects might include preparation for major internationally recognized competitions, professional audition preparation, participation in high-level internationally recognized masterclasses or summer-schools, professional-level external performances, recording productions.

### **M5MUGE3: Graduate Production**

This unit examines the role of the producer in the recording process. In this role they function primarily as a project manager/production manager, supervising and coordinating creative, technical, personal, and financial resources to realise the project goals to schedule and budget.

The producer must continually analyse the needs of the project in order to successfully acquit the project once complete. They must use critical thinking and listening skills alongside expert written and verbal communication skills to identify and communicate appropriate information to stakeholders throughout the production process.

### **M5MUGE4: Graduate Australian Music**

In this elective unit students are introduced to the musical culture, repertoire and analysis of music that comes from Australia.

Repertoires studied will come from a range of genres and cultures, and will include contemporary art music, folk, popular, and rock idioms. Students will be introduced to various theoretical lenses, which will be used to structure classroom discussion.

Underpinning this broad study will be a focus on music from Australia's First Nations cultures.

### **M5MUGE5: Graduate Teaching Techniques – Early Learners**

Graduate Teaching Techniques – Early Learners is an elective unit designed to expose students to current pedagogical theories, philosophies and practices for students aged 5 to 10. Through the investigation and the practical application of these, students will develop a firm background upon which to tailor effective teaching strategies specific to early learners.

### **M5MUGE6: Graduate Teaching Techniques – Adult Learners**

Graduate Teaching Techniques – Adult Learners is designed to expose students to current pedagogical theories, philosophies, and practices for working with adult learners. Through the investigation and the practical application of these, students will develop a firm background upon which to tailor effective teaching strategies in a variety of settings.

### **M5MAEM01: Introduction to Arts and Entertainment Management**

The Arts and Entertainment Management unit aims to seed the core principles required for high level management and leadership explored throughout this course. This includes an overview of project lifecycles, financial management, marketing, business planning, cultural policy and arts law.

The unit also exposes the student to high level creative thinking and research; preparing the student for the management of innovative projects and organisations of the future.

### **M5MAEM02: Cultural Policy**

This unit will analyse government cultural policy and strategies within the Arts and Entertainment Industry. This includes various art form issues, cultural industries, cultural diplomacy, cultural diversity, arts funding and recent government initiatives.

Students will engage with policy through review, analysis, and interpretation of policy and related government frameworks that apply to the Arts and Entertainment Industry.

Students will learn to research policy and demonstrate high level judgement and implementation of policy within a Literature Review.

### **M5MAEM03: Funding and Financial Management**

This unit aims to develop an advanced and integrated understanding of financial management, and methods for seeking and securing funding for projects in the Arts and Entertainment Industry.

Students will develop the skills to create financial plans, statements and accounting reports, as well as trading budgets and cash flow forecasts. Business structures and the requirements of good corporate governance will also be covered, including risk management. This unit aims to develop an understanding of how financial reports is used to support the business planning and strategy, including the direction of the project or organisation.

This unit will critically analyse fundraising, including government grants, crowdfunding, seed and capital investment, and angel investment, with the aim of applying this knowledge to pitch decks, and funding proposals.

### **M5MAEM04: Marketing and Public Relations**

This unit will critically analyse the current marketing landscape and develop an advanced understanding and application of marketing principles and public relations concepts. Students will develop professional skills in which to design, evaluate and implement complex ideas and concepts to an integrated marketing strategy.

The unit will investigate and evaluate the utilisation of innovation and technology in marketing; including a critical analysis of the start-up and tech-hub culture and their role in providing solutions to the marketing sector. Students will then apply this knowledge to their own creative thinking and professional practice, with a focus on lead changing innovations, globalised strategies, and effective campaigns.

### **M5MAEM05: Ethics and Governance**

This unit covers the principles and practices of good governance, and explores ethical approaches to conducting business. It examines the roles and responsibilities of boards within the creative arts, and discusses the role that ethics plays in their direction. It seeks to understand the broad range of impacts that the governance of arts and creative organisations has upon the organisations themselves, the individuals within those organisations, the local community and the broader cultural context in which they operate. Through discussion of case studies, students will engage in discussion of the challenges of good governance, and examine the multiple perspectives that might be taken.

### **M5MAEM06: Arts and Law – Copyright Law**

This unit provides a broad overview of legal issues relevant to arts and entertainment industry, with critical analysis of Copyright Law and Contractual Law. The study of Copyright Law develops an integrated understanding of the principles of intellectual property. This knowledge will then be applied to a selection of commercial applications, including the implications of the Copyright Act 1968, and subsequent rights that have been introduced, such as moral rights and performers' copyright. The study of Contractual Law examines the principles of contractual law in the context of the arts and entertainment industry. Practical

applications of these principles will include contracts relating to management, agency, sponsorship and the commissioning of network (including both visual arts and music).

Students will apply knowledge and skills to demonstrate autonomy, expert judgement, and adaptability instructing arts & entertainment ventures and new media, including the use of innovation and technology within music and entertainment, games and on-line creativity, freedom of expression, live performance, working with children and merchandising.

### **M5MAEM07: Managing Innovation**

The unit will analyse the function of innovation and technology in the arts and entertainment industry. The unit will critically analyse key projects, with focus on the project lifecycle, and the outcomes achieved. This will include projects in music consumption, gallery and venue interactives, development and production tools, and marketing. The student will then apply this knowledge to practical outcomes, by demonstrating autonomy, expert judgement, and adaptability required to integrate innovation and technology into the business strategy and planning.

Students' will also experience the culture of innovation and technology, by understanding and demonstrating how to create a pitch deck, secure funding, and engage with tech hubs and Start Up community by which to leverage innovation into commercial advantage.

### **M5MAEM11: Cultivating Creativity**

This unit focuses on the planning process for creative collaboration and working to a creative brief. It will examine ways to cultivate and increase artistic creativity, managerial creativity, and innovation, at both personal and organisational levels. Topics examined include individual creativity and the notion of 'flow', the creative power of collaboration and the theory of 'group flow', creativity at a societal level, and artist relations. The unit considers practical issues through an examination of various case studies and includes contributions from industry experts.