

CREATIVE SUBMISSION GUIDE

This is a guide to help you understand what each course will accept as a **Creative Submission**, which is a part of your entry requirements.

FILM AND ANIMATION

Diploma/Bachelor of 2D Animation

- A short creative writing piece
- A video submission
- A digital or visual concept
- A response or critique of a creative work
- Personal projects or ideas in progress

Diploma/Bachelor of Screen & Media

- A short creative writing piece
- A video submission
- A digital or visual concept
- A response or critique of a creative work
- Personal projects or ideas in progress

ARTS AND CULTURE MANAGEMENT

Diploma/Bachelor of Entertainment Management

- Report (500 words) – analysis on an Australian based company operating within the music or entertainment industry sector. Examine not just the role of the company, but their unique approach to business and why they have been successful and what impact they have had on the local industry.*
- Music business concept proposal

Diploma/Bachelor of Event Management

- Visual presentation on an event recently attended, describing the key characteristics that make this event unique within its category and attractive to a particular community group
- Event concept proposal

MUSIC

Diploma/Bachelor/DD of Audio Production

- Produce a reflection video about a favourite live show or performance
- Produce a reflection video about a favourite film, TV or game sound track or sound design
- Produce a reflection video describing their experience recording music, with whatever limited equipment they have access to, while outlining what they hope to learn through studying Audio Production

Diploma/Bachelor of Music Production

- Portfolio of music production recordings prepared by student
- Video or audio recording of a student performing an original work
- Video or recording of a student performing an existing work (cited) with an original interpretation
- Audio Recording of an original remix (cited) of an existing work
- A DJ mix of non-original existing work demonstrating a defined aesthetic or style

PERFORMANCE ARTS

Diploma/Bachelor of Stage Management

- a written statement about their passion for theatre, piece to camera, idea for a show,
- A lighting plan or set design
- A written or video of a review of a show they have worked in (so a school production for example) or a show they have seen.

* Companies such as Sony Music, Universal Music, Netflix, Warner Music etc are NOT Australian companies but global/international companies so should be avoided for this case study.

FASHION

Bachelor of Fashion Marketing - Branding and Communication

- A 500 word written summary – overview of their favourite social media platform or influencer and why?
- A visual folio – moodboard/ branding concept
- A personal creative folio – may consist of photography, styling photoshoot, Social Media content
- A short video pitch – 2 minute pitch on “what fashion means to me ” & a brand that inspires me and why.

Bachelor of Fashion Marketing - Retail and Buying Management

- A 500 word written summary – overview of their favourite fashion brands or retailer and why?
- A visual folio – moodboard/ fashion range
- A personal creative folio – may consist of photography, styling photoshoot, fashion range designs
- A short video pitch – 2 minute pitch on “what fashion means to me ” & a brand that inspires me and why.

Bachelor of Fashion and Sustainability / Double Degree

- Visual, written and physical responses – a compilation of work (folio) which reflects their creative process
- Physical and/or digital visual folio – concept statement, research/experimentation (work-in-progress), mood board and fashion design capsule collection
- Digital visual folio – written statement expressing interest in Fashion and Sustainability with supporting visual/physical work (eg. work-in-progress), constructed garments, illustrations, mood board/s, materials research, mixed media, image making)
- Video statement of motivation – video verbal presentation of a garment or accessory project, highlighting practical skills in making and styling techniques or visual communication of values aligned with fashion and sustainability.

DESIGN

Diploma/Bachelor of Photography

- Visual responses – image series, mood boards, or concept development work
- Short-form video or multimedia pieces
- Process-based submissions – sketches, drafts, iterations, or “work-in-progress” thinking
- Concept proposals – ideas for a campaign, publication, or visual project

Diploma/Bachelor of Graphic and Digital Design

- Visual responses – image series, mood boards, or concept development work
- Reinterpretation / visual response – a response to an existing piece of design, artwork, or cultural reference. Process-based submissions (sketches, drafts, iterations, or “work-in-progress” thinking)
- Process-based submissions – sketches, drafts, iterations, or “work-in-progress” thinking
- Concept proposals – ideas for a campaign, publication, spatial/interior design, or visual project

Diploma/Bachelor of Interior Design

- Visual responses – image series, mood boards, or concept development work
- Space Observation & Response
- Process-based submissions – sketches, drafts, iterations, or “work-in-progress” thinking
- Conceptual Interior Idea – a simple concept proposal for a space, based on a theme, user, or emotion.

Diploma/Bachelor of Journalism and New Media

- Visual responses – image series, mood boards, or concept development work
- Short-form video or multimedia pieces
- Commentary or critical response – a reflective or analytical response to a current issue, media piece, or cultural topic.
- Concept proposals – ideas for a campaign, publication, or visual project

Diploma/Bachelor of Digital and Social Media

- Visual responses – image series, mood boards, or concept development work
- Reinterpretation / visual response – a response to an existing piece of design, artwork, or cultural reference.
- Process-based submissions – sketches, drafts, iterations, or “work-in-progress” thinking
- Concept proposals – ideas for a campaign, publication, or visual project

Diploma/Bachelor of Game Design

- Commentary or reflective response – a reflective response to a current game
- Game concept proposal – a simple idea for a game, focused on player experience and core mechanics.
- Worldbuilding – develop ideas for a game world or a character.
- Concept proposals – ideas for a campaign, publication, or visual project