Film, Television & New Media 2019 v1.2

Unit 1 sample assessment instrument

August 2018

Case study investigation

This sample has been compiled by the QCAA to assist and support teachers in planning and developing assessment instruments for individual school settings.

Schools develop internal assessments for each senior subject, based on the learning described in Units 1 and 2 of the subject syllabus. Each unit objective must be assessed at least once.

Assessment objectives

This assessment instrument is used to determine student achievement in the following objectives:

1. explain the use of technical and symbolic codes

4. apply relevant terminology, referencing and written language conventions

5. analyse cinematography in the context of a film competition

8. appraise visual storytelling in response to a theme.

Note: Objectives 2, 3, 6, 7 and 9 are not assessed in this instrument.

Subject	Film, Television & New Media
Technique	Case study investigation
Unit	1: Foundation
Topic	—

Conditions			
Duration	—		
Mode	Written	**Length**	1000–1500 words
Individual/ group	Individual	**Other**	In-text referencing and bibliography
Resources available	Internet access		

Context

The Australian Centre of the Moving Image (ACMI) hosts the *Screen It* film competition, an annual moving image competition for primary and secondary students, which helps to promote artistry, screen literacy and storytelling. The theme for the 2017 competition was 'Time'.

Task

You will conduct a case study investigation on a previous Year 9 to 12 *Screen It* film competition entry and present findings in a written report format. You must identify a live action film, animation or video game 'case', research the competition theme for the chosen year and determine how the artist has addressed the theme and genre. You must then appraise artistry and storytelling evident in the case. Your final submission must include in-text referencing and a bibliography.

To complete this task, you must:

- **explain** the use of technical and symbolic codes
- **apply** relevant terminology, referencing and written language conventions
- **analyse** cinematography in the context of a film competition
- **appraise** visual storytelling in response to the theme.

Stimulus

Student-selected film, animation or video game from the *Screen it* film competition.

Checkpoints

☐ 3 hours: Decide on a case for investigation

☐ 12 hours: Case study draft

☐ 18 hours: Final submission

Feedback

Authentication strategies
• The teacher will provide class time for task completion.
• Students will produce sections of the final response under supervised conditions.
• Students will each produce a unique response by selecting a unique competition entry.
• The teacher will collect and annotate drafts.
• Students must acknowledge all sources.
• Students must submit a declaration of authenticity.
Scaffolding
• Review the *Screen It* resources at www.acmi.net.au/education/online-learning/screen-it-resources.   • Review previous themes and entries at https://2015.acmi.net.au/education/student-programs/screen-it.   • Select an entry from a previous competition to be your 'case'.   • Consider the contexts of production and use of your chosen case.   • Complete a shot-by-shot analysis of technical and symbolic codes.   • Present the findings of your investigation in a written report in which you explain, analyse and appraise the artistry of your chosen case using relevant terminology, referencing and written language conventions.