



Queensland Curriculum and Assessment Authority

Film, Television & New Media 2019 v1.2

IA3: Sample assessment instrument

Stylistic project (35%)

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

Student name

Student number

Teacher

Issued

Due date

Marking summary

Criterion	Marks allocated	Provisional marks
Treatment	6	
Applying literacy skills in a treatment	4	
Structuring media elements	10	
Reflecting	5	
Synthesising media elements	10	
Overall	35	

Conditions

Technique	Stylistic project
Unit	Unit 4: Identity
Topic/s	Area of study: Technologies Area of study: Representations Area of study: Languages
Duration	—
Mode/length	Treatment: <ul style="list-style-type: none">• Written: 800–1000 words Production: <ul style="list-style-type: none">• Production: 2–5 minutes Reflective statement <ul style="list-style-type: none">• Written: 200–400 words
Individual/group	Individual
Other	Submission <ul style="list-style-type: none">• .pdf of treatment and reflective statement• .mov, .mp4 or .avi for dynamic files
Resources	Editing software Filmmaking hardware

Context

In Unit 4, you have experimented with moving-image media representations and languages to express, explore and question artistic identity. Filmmakers progressively develop an aesthetic style by experimenting with technologies, representations and film languages. In this project, you will use technologies and languages to challenge traditional ideas and practices to design and produce a stylistic moving-image media production.

Task

You will create and present a stylistic project. To do this, you must write a treatment for a stylistic moving-image media production that outlines how you will use technical and symbolic codes in a symbolic and stylistic way. You will make the stylistic production and then write a reflective statement outlining how you have experimented with moving-image media languages and stylistic conventions.

To complete this task, you must:

- **symbolise** conceptual ideas through descriptions of technical and symbolic codes in a stylistic project treatment
- **apply** relevant terminology and written language conventions in a treatment
- **structure** sounds, images and text sequences using technologies to edit a stylistic project
- **experiment** with moving-image media languages and stylistic conventions outlined in a reflective statement
- **synthesise** media elements in stylistic ways that explore identity and conventional representations.

Checkpoints

- 10 hours: Rushes check and authentication
- 10 hours: Project draft
- 15 hours: Final project submission
- 15 hours: Final reflective statement submission

Authentication strategies

- The teacher will provide class time for task completion.
- Students will produce sections of the final response under supervised conditions.
- Students will provide documentation of their progress through a production diary.
- The teacher will collect copies of the student response and monitor at key junctures.
- The teacher will collect and annotate one draft.
- Students must submit a declaration of authenticity.

Scaffolding

Treatment

- Select a theme relating to social, cultural or personal identity inspired by a dream, real-life experience, memory, artwork, an image or a story.
- Consider how you will reinterpret/subvert this theme in a moving-image media production.
- Submit a draft of your treatment that details your intention.

Production

- Experiment with representations by exploring your theme through technical and symbolic codes and conventions, and then subverting this style of representation to challenge or reinterpret assumptions surrounding your theme.
- Complete a shooting schedule and risk assessment.
- Complete relevant location permits and release contracts as you go.
- Use original material (audio and visual) — this is your unique work, and you are responsible for operating all equipment.
- Reflect on your process and experimentation in a production diary.
- Structure and synthesise your languages and representations using editing technologies.
- Submit as a rendered file, along with your production documents.
- Complete your personal reflective statement based on your final product.

Instrument-specific marking guide (IA3): Stylistic project (35%)

Criterion: Treatment

Assessment objective

2. symbolise conceptual ideas through descriptions of technical and symbolic codes in a stylistic project treatment

The student work has the following characteristics:	Marks
<ul style="list-style-type: none">• symbolism illustrates stylistic aesthetic through use of symbolic codes, metaphors and stylistic elements	5–6
<ul style="list-style-type: none">• symbolism through description of stylistic influences that inform technical and symbolic codes	4
<ul style="list-style-type: none">• symbolism of conceptual ideas through descriptions of technical and symbolic codes in a stylistic project treatment	3
<ul style="list-style-type: none">• identification of a film style, auteur or director as an influence	2
<ul style="list-style-type: none">• description of an idea for a media project	1
<ul style="list-style-type: none">• does not satisfy any of the descriptors above.	0

Criterion: Applying literacy skills in a treatment

Assessment objective

4. apply relevant terminology and written language conventions in a treatment

The student work has the following characteristics:	Marks
<ul style="list-style-type: none">• application of premises that are based on the selection and discussion of key information to justify and persuade	4
<ul style="list-style-type: none">• application of generic conventions specific to the treatment, controlled structuring and sequencing of information	3
<ul style="list-style-type: none">• application of relevant terminology and written language conventions in a treatment	2
<ul style="list-style-type: none">• use of basic vocabulary	1
<ul style="list-style-type: none">• does not satisfy any of the descriptors above.	0

Criterion: Structuring media elements

Assessment objective

6. structure visual, audio and text elements using technologies to edit a stylistic project

The student work has the following characteristics:	Marks
• structure exploits production practices that communicate meaning and a stylistic aesthetic	9–10
• structure demonstrates stylistic influence on moving-image media	7–8
• structure shows sounds, images and text sequences using technologies to edit a stylistic project	5–6
• structure uses components of a stylistic project	3–4
• uses equipment to record sound and images	1–2
• does not satisfy any of the descriptors above.	0

Criterion: Reflecting

Assessment objective

7. experiment with moving-image media languages and stylistic conventions

The student work has the following characteristics:	Marks
• experimentation shows development and refinement of stylistic conventions, methods, elements and forms	4–5
• experimentation with moving-image media languages and stylistic conventions outlined in a reflective statement	3
• describes stylistic ideas	2
• summarises a project workflow	1
• does not satisfy any of the descriptors above.	0

Criterion: Synthesising media elements

Assessment objective

9. synthesise media elements in stylistic ways to explore identity

The student work has the following characteristics:	Marks
<ul style="list-style-type: none">• synthesis and resolution of a conceptual problem that shows a personal stylistic aesthetic	9–10
<ul style="list-style-type: none">• synthesis of symbolic, figurative, metaphorical or abstract media elements or forms that realise a personal, social or cultural identity	7–8
<ul style="list-style-type: none">• synthesis of media elements in stylistic ways that explore identity and conventional representations	5–6
<ul style="list-style-type: none">• synthesis of experimental media elements	3–4
<ul style="list-style-type: none">• organisation of media elements in a timeline that expresses an idea in visual or audio form	1–2
<ul style="list-style-type: none">• does not satisfy any of the descriptors above.	0



© State of Queensland (QCAA) 2023

Licence: <https://creativecommons.org/licenses/by/4.0> | **Copyright notice:** www.qcaa.qld.edu.au/copyright — lists the full terms and conditions, which specify certain exceptions to the licence. |

Attribution: '© State of Queensland (QCAA) 2023' — please include the link to our copyright notice.