Module Code:	ARD708

Module Title:	Locating Practice

Level:	7	Credit Value:	20

Cost Centre(s):	GAFA / GADC GAAA	JACS3 code: HECoS code	W200 / W700 100048/100895

Faculty:	Arts, Science and Technology	Module Leader:	Steve Keegan

Scheduled learning and teaching hours	20 hrs
Guided independent study	180 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA(Hons)/MDes Applied Arts	✓	☐
BA(Hons)/MDes Animation	✓	☐
BA(Hons)/MDes Visual Effects	✓	☐
BA(Hons)/MDes Game Art	✓	☐
BA(Hons)/MDes Graphic Design	✓	☐
BA(Hons)/MDes Illustration	✓	☐
BA(Hons)/MDes Comics	✓	☐
BA(Hons)/MDes Children's Books	✓	☐
BA(Hons)/MDes Surface Design	✓	☐

Pre-requisites
N/A

Module Aims

Module Aims:
The content of this module is designed to enable the student to consolidate and extend their practice to explore future professional directions whilst integrating practical, aesthetic and intellectual knowledge.

The module aims to:
- To enable students to relate their practice to the wider field of art and design and emerging fields allied to their specialist area.
- To enable students to locate their practice within a theoretical and critical context.
- Investigate and analyse their own work and that of fellow practitioners, developing the ability to make independent aesthetic decisions and enabling them to identify a workable and personal creative philosophy.
- To enable students to explore and develop new and innovative working practices in their field, demonstrating a high level of creative, critical and professional understanding.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to		Key Skills	
1	Plan, structure and develop a project proposal and make reflective evaluation of the project with regard to theoretical and critical contexts influencing its direction.		
2	Demonstrate informed independent judgement in finding and solving problems, and act autonomously in planning and implementing tasks.		
3	Demonstrate the ability to show considered judgement with regard to methods of creative enquiry and production of work.		
4	Apply relevant critical frameworks drawn from the study of contemporary practice to the work and explain decisions verbally and in writing.		
5	Display a systematic understanding of their field, which includes a critical awareness of current professional practice		

	and the problems and/or new insights at the forefront of that field.		

Transferable skills and other attributes

Derogations

N/A

Assessment:

Indicative Assessment Tasks:

The student will be expected to evidence the scope and depth of their research by collating material influential and inspirational to their practice, making clear the relevance to the critical, conceptual and professional issues encountered.

Work will be assessed by determining depth and quality of research, development of practical work, experimentation and critical and self-evaluation. Students will present a body of practical work and a journal documenting the research process and critical analysis.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-5	Coursework	100	N/A	N/A

Learning and Teaching Strategies:

Students will work on their self-defined, self-directed practice supported by the introductory module seminar, workshops about learning contact agreements, group tutorials, student and tutor-led seminars, lectures, visits and critiques, they will develop the theoretical, contextual and practical skills necessary for the development of their own practice.

Syllabus outline:

The module is primarily experimental and explorative. Having established knowledge, and context through studying previous modules, this module focuses on the development of an informed position and strategy for the development of their practice. This takes into account their professional working context, understood in relation to contemporary, historical and theoretical precedents.
The module presents the student with an opportunity to develop their creative practice, and to demonstrate their ability to work independently, using the techniques and processes appropriate to their practice.

Indicative Bibliography:
Essential reading

General Recommended Reading:
Berman, D. B. (2009) *Do good: how designers can change the world*, Berkeley, Calif.: AIGA.
Craig-Martin, M. (2015). *On being an artist*, London, Art Books
Heller, S. & Vienne, V. (2003) *Citizen designer: perspectives on design responsibility,* New York: Allworth Press.
Roberts. L. (2006) *Good: An Introduction to Ethics in Graphic Design*, AVA Publishing.

Animation, Visual Effects and Game Art / Film and Photography
Indicative Reading:
Ingledew, J. (2005) *Photography*, Laurence King Publishing.
Krzywinska, T. and King, G. (Eds) (2002) *ScreenPlay: Cinema/videogames/interfaces,* Wallflower Press.
Shaw, J. and Weibel, P. (Eds) (2003) *Future Cinema: The Cinematic Imaginary After Film,* MIT Press
Graner-Rey, S. (2003) *Gender Inclusive Games Design: Expanding the Market,* Charles-River Media.
Poynor, R. (2007) *Obey the Giant, Life in the Image World*, London Birkhauser.
Wilson, S. (2002) *Information Arts: Intersections of Art, Science and Technology (Leonardo Book S.)* The MIT Press.
Zimmerman, E. & Salen, K.(2003) *Rules of Play: Game Design Fundamentals* The MIT Press
Goldstone, W. (2011) *Unity Game Development Essentials*: Packt Publishing.

Graphic Design and Multimedia / Illustration, Graphic Novels and Children's Publishing
Indicative Reading:
Brown, T. & Katz, B. (2009) *Change by design: how design thinking transforms organizations and inspires innovation,* 1st ed. New York: Harper Business.
Klanten, R. & Ehmann, S. (2009) *Play all day: design for children*, Berlin: Gestalten.
Lidwell, W., Holden, K. & Butler, J. (2003) *Universal principles of design*, Gloucester, Mass.: Rockport.
Williams, J. (2012) Type Matters, Merrel Publishers

Applied Arts
Adamson, G. (2010),*The Craft Reader.* Berg Publishers.
Adamson, G. (2007), *Thinking Through Craft* .Berg Publishers.
Dormer, P.(1997) ,*The Culture of Craft: Status and Future (Studies in Design & Material Culture)* Manchester: Manchester University Press .
Frayling, C. (2011), *On Craftsmanship. Towards a new Bauhaus.* Oberon Masters.
Greenhalgh, P. (2003), *The persistence of craft : the applied arts today,* A & C Black.
Korn, P. (2017) *Why we make things and why it matters: The education of a craftsman.* Square Peg.
Fine Art
Cornford & Cross., Fischer, E., Fortnum, R., Jones, R., Warstat, A., Siukonen, J., Barlow, P., London Fisher, E. (2013). *On not knowing: How artists think.* Londen: Black Dog
Carter, P. (2004). *Material thinking: The theory and practice of creative research.* Carlton, Vic: Melbourne University Press.
Herbert, M., MacDonald, F., & Strang, M. (2013). *Thinking is making: Presence and absence in contemporary sculpture : the Mark Tanner Sculpture Award.* London, England: Black Dog Publishing.
Graw, I., Birnbaum, D., Hirsch, N., Geimer, P. (2012). *Thinking through painting: Reflexivity and agency beyond the canvas.* Berlin: Sternberg Press

Foster, H. (1996). *The return of the real: The avant-garde at the end of the century*. Cambridge, Mass: MIT Press.

Ranciere, J., & Rockhill, G. (2013). *The Politics of Aesthetics*. London: Bloomsbury Publishing.

Danto, A. C. (2013). *What art is*. New Haven : Yale University Press.

Gompertz, W. (2012). What Are You Looking At?: 150 Years of Modern Art in the Blink of an Eye.

Weblinks

Center for Universal Design http://www.design.ncsu.edu/cud/
Change Observer http://changeobserver.designobserver.com/
GOOD http://www.good.is//
TED talks http://www.ted.com/
Image & Narrative: Online Magazine of the Visual Narrative
http://www.imageandnarrative.be/
Artist resource and publications http://www.a-n.co.uk/

Other indicative reading