

MODULE SPECIFICATION

Module Code:	ARD709							
Module Title:	Practice and Ap	Practice and Application						
Level:	7 Credit Value: 40							
Cost Centre(s):	GAFA / GADC GAAA	JACS3 code: W200 / W700 HECoS code 100048/100895						
Faculty:	Arts, Science and Technology		Module Leader:	Steve Keegan				
Scheduled learning and teaching hours						40 hrs		
Guided independent study						360 hrs		
Placement					0 hrs			
Module duration (total hours)			400 hrs					
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Programme(s)	in which to be off	ered (not	including e	exit awards)	Core			
Programme(s) BA(Hons)/MDes	in which to be off	ered (not	including e	exit awards)	Core 🗸	Option		
	Applied Arts	ered (not	including e	exit awards)		Option		
BA(Hons)/MDes	Applied Arts Animation	ered (not	including e	exit awards)	✓	Option		
BA(Hons)/MDes	Applied Arts Animation Visual Effects	ered (not	including e	exit awards)	✓ ✓	Option		
BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes	Applied Arts Animation Visual Effects	ered (not	including e	exit awards)	✓ ✓ ✓	Option □ □ □		
BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes	Applied Arts Animation Visual Effects Game Art Graphic Design	ered (not	including e	exit awards)	✓ ✓ ✓	Option □ □ □ □ □		
BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes	Applied Arts Animation Visual Effects Game Art Graphic Design	ered (not	including e	exit awards)	✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓	Option □ □ □ □ □		
BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes	Applied Arts Animation Visual Effects Game Art Graphic Design	ered (not	including e	exit awards)	✓ ✓ ✓ ✓	Option □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □		
BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes	Applied Arts Animation Visual Effects Game Art Graphic Design Illustration Comics	ered (not	including e	exit awards)	✓ ✓ ✓ ✓	Option		
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BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes BA(Hons)/MDes	Applied Arts Animation Visual Effects Game Art Graphic Design Illustration Comics Children's Books	ered (not	including e	exit awards)	✓ ✓ ✓ ✓ ✓	Option □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □		

Office use only

Initial approval: 01/05/2018 Version no:1

With effect from: 01/09/2019

Date and details of revision: Version no:

Module Aims

This module is concerned with identifying the nature of the student's individual specialist practice, exploring the nature and dimensions of reflective practice and investigating problems and solutions. The module presents opportunities for students to consider a range of conceptual and practical techniques, skills and strategies in order to determine a personal programme of practical work. The module provides opportunities to critically evaluate and develop practice within a number of possible contexts.

The aims are to:

initiated projects.

- Develop specialist practice in relation to critical reflection, changing contexts and the investigation of problems and solutions.
- Develop a versatile approach in creating concepts and using a variety of skills and techniques, challenging the boundaries of current practice through experimentation.
- Question conceptual and theoretical aspects of subject study and deploy appropriate media, material and processes, skills, techniques and strategies in relation to emergent specialist practice.
- Initiate, develop and realise distinctive and creative work within a specialist field of study.

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, selfmanagement) KS10 Numeracy At the end of this module, students will be able to Key Skills Demonstrate informed personal insight and creative imagination through investigation and critical analysis of studio practice. Apply and justify research methods to investigate new directions, concepts and problems and elements of risk in specialist practice. Provide documentation of knowledge gained and appreciation of complex and challenging information through conceptual analysis and in the development of theories, methods and practices related to this knowledge. Demonstrate the appropriate use of media, materials, techniques and processes in fulfilling one or more self-

5	Demonstrate advanced expertise in one or more specialised practice areas within the programme.					
Tra	Transferable skills and other attributes					
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Derogations

N/A

Assessment:

Indicative Assessment Tasks:

The assessment is based on agreed and clearly articulated actions expressed on a learning contract. The learning contract requires that the student converts the learning outcomes for the module into activities connected with their practice area and specific personal enquiries. This interpretation of how to achieve the learning outcomes brings forth the creative response demanded by the module.

An assessment panel will convene and provide the student with the opportunity to introduce their work, concerns and objectives in relation to the learning outcomes specified here. The student will be required to present the physical evidence of their study supported by the research and investigative material that has influenced the development. A period of viva voce will determine the depth of understanding possessed by the student, during which a self-critical analysis will be encouraged by tutors.

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 which may form a part of their PDP.

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:

The student will engage with a self-directed programme of study based on the negotiated project proposal and supported by the introductory module seminar, workshops about learning contact agreements, group tutorials, student and tutor-led seminars, lectures, visits and critiques.

Live projects and collaborative work are encouraged with the intention to provide realistic experiences related to contemporary practice and employability.

Syllabus outline:

The student is required to negotiate a programme of study and identify areas of research in their proposed learning contract. The student will be responsible for the identification of relevant concepts and contexts in relation to practice, and the establishment of a sound practical project appropriate to this level of study. The challenge facing the student is to further develop methods, practices and processes appropriate to their individual programme of work and to investigate appropriate media and materials in relation to the critical context.

During this development the student is expected to identify influential source material that confirms or tests key issues. Through reflection and action, research and critical analysis, the student is required to provide evidence of a body of work of appropriate quality with accompanying evaluative commentary that is relevant to their artistic concerns and their career development. This may contribute in part to their PDP.

Indicative Bibliography:

Recommended reading

Applied Arts

Greenhalgh, P. (2003) *The persistence of craft : the applied arts today.* A & C Black Meecham, P & Sheldon, J. (2000), *Modern Art: A critical Introduction.* Routledge

Del Vecchio, M. (2001) Post Modern Ceramics. Thames and Hudson.

Dormer, P.(1997) The Culture of Craft: Status and Future (Studies in Design & Material

Culture) Manchester: Manchester University Press

Mirzoeff, N (Ed.) (2002), The Visual Culture Reader. Routledge

Design

Wells P. (1998) *Understanding Animation*. Routledge

Furniss M. (2008) Art in Motion: Animation Aesthetics. John Libbey -

Edward, S. & Woods, P. (Eds.) (2004) Art of the Avant-Gardes New Haven/Yale University/OU

Frascina. F & Harris, J (Ed) (1992), Art in Modern Culture: An Anthology of Critical Texts. OU Press

Opie, I. (2001) The Lore and Language of Schoolchildren. NYRB

Cox, M. (1992) Children's Drawings, Penguin Psychology

Salisbury, M. (2004) Illustrating Children's Books: Creating Pictures for Publication, AC &Black

Grau, O. (2003) Virtual Art: From Illusion to Immersion, The MIT Press

Hanson, M. (2004) The End of Celluloid: Film Futures in the Digital Age, RotoVision

Krzywinska, T. (Ed), King, G. (Ed) 2002 Screen Play: Cinema/videogames/interfaces. Wallflower Press

Fine Art

Godfrey, T. (1998). *Conceptual art.* London: Phaidon.

Hopkins, D. (2000). After modern art: 1945-2000. Oxford: Oxford University Press.

Kalb, P. (2014). Art since 1980: Charting the contemporary. London: Laurence King Publishing

Le, F. L. (2010). Failure. White London: Whitechapel Gallery.

Myers, T. R. (2011). Painting. London, Whitechapel Gallery.

Bright, S. (2006). Art photography now. London: Thames & Hudson.

Johnstone, S. (2008). *The everyday*. London, Whitechapel

Searle, A., Schofield, L., (1994). *Unbound: Possibilities in painting*. London: South Bank Centre.

Hudek, A. (2014). The object. London, Whitechapel

O'Doherty, B. (2007). Studio and cube: On the relationship between where art is made and where art is displayed. New York: Columbia University

Berger, J., & Dyer, G. (2001). Selected essays. London: Bloomsbury

Other indicative reading