

Module Specification

Module Summary Information

1	Module Title	Introduction to Art & Design Practice 3: The World
2	Module Credits	20
3	Module Level	4
4	Module Code	ART4225

5	Module Overview
<p>This module provides students with an opportunity to consolidate learning throughout Level 4; making skills, research skills, creative problem solving, self-organisation and management, communication skills, analysis and evaluation, decision-making and refinement.</p> <p>The module focuses on further developing individual methodologies, and intertwining of research and practice. An understanding of context beyond the studio is a key factor in understanding diverse cultural contexts for practice and developing a global outlook in relation to art and design practice. It also, along with 'Introduction to Art & Design Practice 2: The Studio', forms part of a developing understanding as to how creative practitioners operate and engage with the professional world.</p> <p>Students will be expected to respond to a 'critical project' which will foster this in relation to ideas-driven interdisciplinary practices. Responses will require students to consider context through use of appropriate visual languages, theoretical research and consideration of appropriate display methods.</p> <p>This module places emphasis on the importance of practical engagement in the material and medium selected, and requires students to understand the importance of iteration through the creative process. The learning in both modules should promote and provide a catalyst for an intellectual and critical enquiry; both should enable students to question what it means to be a professional interdisciplinary art & design practitioner today? The two modules will bring to debate relevant contextual issues to inform, develop and challenge.</p>	

6	Indicative Content
<ul style="list-style-type: none"> • Independent student led practice in appropriate medium for the individual outcome • Group working to consider display and presentation of the work as a coherent whole • An opportunity for students to extend their personal enquiry and develop their approach as an interdisciplinary art and design practitioners. • Group tutorials to focus on critical analysis to aid selection and refinement of appropriate materials and processes. • Opportunity for students to extend technical skill through revisiting workshops and the use of digital learning tools such as Lynda.com • Module content requires students to carry out initial explorations; which should exploit a variety of media, processes and techniques and be supported with relevant contextual reference. The experimental outcomes should consider the concepts of function and/ or meaning through context. 	

7	Module Learning Outcomes	
	On successful completion of the module, students will be able to:	
	1	Extend contextual knowledge and evidence connections between personal practice and theory.
	2	Develop independent methodologies and strategies for making work within an interdisciplinary art & design context.
	3	Explore and form an appropriate visual response to a creative brief.
	4	Consolidate and communicate own ideas and concepts through use of appropriate visual languages and consideration of display.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-4	x		

9	Breakdown Learning and Teaching Activities	
Learning Activities	Hours	
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	60	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	100	
Private Study (PS) includes preparation for exams	40	
Total Study Hours:	200	