

## Module Specification

### Module Summary Information

|          |                       |                            |
|----------|-----------------------|----------------------------|
| <b>1</b> | <b>Module Title</b>   | Enterprise of Illustration |
| <b>2</b> | <b>Module Credits</b> | 20                         |
| <b>3</b> | <b>Module Level</b>   | 4                          |
| <b>4</b> | <b>Module Code</b>    | VIS4045                    |

|   |                        |
|---|------------------------|
| <b>5</b>  | <b>Module Overview</b> |
| <p>This project investigates contemporary approaches to illustration, looking at the way illustrators are bypassing traditional working models and developing their own voice as independent image-makers. It engages students in active learning towards producing a publication for a live exhibition or event.</p> <p>Module emphasis focuses on student involvement in the creative process from the onset, to a full and real conclusion. Opportunities to negotiate and plan a live project will also develop project management skills, team working and engage with an audience, client or market.</p> <p>Building on studio activities in self-directed study time will develop your study skills and improve your hands-on techniques. We will offer workshop and master-class activities and you will be expected to present your own technical discoveries sharing expertise and knowledge. The University is open to you each day to extend and develop your technical skills. You will learn how to manage your time effectively in order to produce visual solutions to the set tasks.</p> |                        |

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|--|---------------------------|
| <b>6</b>   | <b>Indicative Content</b> |
| <p>The module will consist of a combination of lectures, workshops, presentations and tutorials; introducing you to the contextual themes that underpin your discipline whilst focussing on the acquisition of new knowledge and skills to support your practice.</p> <p>The focus of the level will be to transform you from a prescriptive learner to an active learner.</p> |                           |

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| <b>7</b>   | <b>Module Learning Outcomes</b>   |
| <b>On successful completion of the module, students will be able to:</b> |   |
| <b>1</b>   | Employ imagination and risk in the production and dissemination of visual outcomes. |
| <b>2</b>   | Apply resourcefulness and enterprise in engaging a defined audience.                |

| 8 Module Assessment |            |      |           |
|---------------------|------------|------|-----------|
| Learning Outcome    |            |      |           |
|                     | Coursework | Exam | In-Person |
| 1                   | x          |      |           |
| 2                   | x          |      |           |

| 9 Breakdown Learning and Teaching Activities   |       |
|--|-------|
| Learning Activities  | Hours |
| <b>Scheduled Learning (SL)</b><br>includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable            | 47.5  |
| <b>Directed Learning (DL)</b><br>includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE | 112.5 |
| <b>Private Study (PS)</b><br>includes preparation for exams  | 40    |
| <b>Total Study Hours:</b>  | 200   |