

Design Faculty Module Descriptors September 2018

Course: Certificate in Art & Design (QQI Level 6)

Module	Creative Studio Projects 1
Course code	CAD-CSP 1
Credits	10
Important notes	Available for semester abroad students
Allocation of marks	100% Continuous assessment

Module aims and objectives

The aim of the module is to give learners a chance to explore their skills in new media and experiment with art and design tools and techniques and interdisciplinary approaches.

The objectives are to introduce studio practice portfolio production, fulfilling assessment objectives, health and safety, working processes, and the beginning of a portfolio of work. It also introduces the learner to group work and independent work.

Minimum intended module learning outcomes

On successful completion of this module, the learner will be able to:

1. Assemble relevant information and research to develop and create original images
2. Employ a wide range of art and design practices while complying with health and safety guidelines for the work processes.
3. Apply visual methods to communicate ideas via free hand drawing, technical drawing and graphics arts
4. Identify primary and secondary visual research methodologies in a visual note book
5. Work with project briefs both independently and in a team; be responsible for completing all aspects of the project's requirements, and to interpret and develop individual work

Module content, organisation and structure

The Art and Design Project 1 module is a 10 ECTS credit module taught and continuously assessed over a 15 week academic semester. The module is delivered over 36 sessions of 3 hours duration by industry experienced tutors.

The assessment is based on Continuous Assessment (100%). The assignment briefs and marking sheets are set out in the Sample assessment materials section.

Module teaching and learning (including formative assessment) strategy

Teaching and learning methods for this module include delivery of theory through lectures, practical demonstrations, workshops, group crits, project work, studio practice, field trips and online supports on Moodle, the College VLE. An emphasis is put on practical implementation of the theory through the development of design projects both outside of class and in supervised and directed classroom sessions. The learners are subsequently guided in tutorials to individually experiment, demonstrate and explain the material.

For the classroom sessions the tutors provide a set of 1 hour lectures and support these through practical demonstrations. These lecturers will also focus on the teaching of health and safety guidelines and introduce learners to a range of different media, techniques and processes.

The Module content also relates to topics in the design project process where learners explore a range of subjects through two projects.

Scheduled interim learner presentations, interspersing tutor sessions, contribute to the participatory learning process in developing presentation skills, and providing peer learning opportunities.

Learners are expected to maintain very regular contact with their assignment supervisor. The responsibility to arrange tutorials rests with the learner. Learners are mentored during this module, with the emphasis on self-directed learning and independent development.

Tutors are industry experienced. A teacher/learner ratio of 1:60 is required for lecturers and 1:25 is required for guided tutorials.

Timetabling, learner effort and credit

Each class starts with a 1 hour lecture introducing new concepts with discussion or a short demonstration of new skills and techniques. During tutorials learners practice techniques under the lecturer's guidance with each learner receiving individual feedback.

The number of credits assigned to this module, 10 ECTS, is our assessment of the amount of learner effort required. Although different learners grasp the concepts at different rates, experience shows that the design project process takes time and effort. Continuous assessments spread the learner effort to focus on small steps and avoid the learner neglecting some basic concepts when asked to take on a more complicated task.

The team believes that 260 hours of learner effort are required by learners to achieve the MIMLOs and justify the award of 10 ECTS credits at this stage of the programme.

MANDATORY TEXTBOOK

Art Fundamentals: Theory and Practice, 12th edition - Ocvirk, Stinson, Wigg, Bone, Cayton (McGraw-Hill Publishing)

MATERIALS LIST

This is a guide but not an exhaustive list.

Learners will need to buy additional materials for specific projects. Individual needs may vary. Tools and materials are the learner's responsibility and are not supplied by the faculty.

- Art supply box
- Portfolio case to transport your work to and from class
- Found objects (will be discussed) as per Project Brief
- Digital SLR Camera (mandatory – minimum of Nikon D40 or comparable)
- Variety of drawing pencils 6B, 4B, 2B, 2H
- Sketch book at least 11" x 14"
- Ply Illustration Board
- Variety of coloured paper (NOT construction paper – papers will be discussed)
- Large self-healing cutting mat
- Art gum eraser, kneaded eraser
- Black fine tip marker
- Straight edge (ruler or square)
- scalpel knife and blades
- Utility Knife and blades
- White Foam Core Glue,
- rubber cement,
- Hot glue gun and sticks
- Baling wire
- A broad acrylic paints
- lino and lino cutting tools and ink

ADDITIONAL MATERIALS

Additional materials will be required for 2D and 3D projects. Learners will be expected to acquire additional materials as needed for specific projects. The studio lecturer or tutor may also assign specific materials.