

**Module Outline**

**Part 1- as validated**

1.	<b>Title</b>	<b>DU1BAADF0C / DU1BAADP0C Workshop 01: Materials and Processes (analogue)</b>
2.	<b>Level *</b>	<b>0 (3)</b>
3.	<b>Credits</b>	<b>20</b>
4.	<b>Indicative Student Study Hours</b>	<b>42 hours lectures and Seminars; 158 hours independent study</b>
5.	<b>Core (must take and pass), Compulsory (must take) or Optional</b>	<b>Compulsory</b>

\* *Foundation Level=3 Degree Year 1 = 4 Degree Year 2 = 5 Degree Year 3 = 6 PG (Masters) = 7*

**5. Brief Description of Module (purpose, principal aims and objectives)**

**Background**

In order to fully explore their ideas and interests, art and design students need to develop a 'tool-kit', or set of skills, in a variety of techniques, processes and materials. As well as more contemporary examples, many older technologies (e.g. printmaking, ceramics, casting/moulding, resistant/non-resistant materials) are still very relevant and widely used in professional practice as well as education. It is also the case that skills and understanding acquired through the practice of analogue processes often support students in developing their skills with newer digital technologies. Where students have practiced analogue photography, for example, they invariably find this helps them to understand the processes involved in its digital counterpart.

**Purpose**

The purpose of this module is to provide students with practical introductions to some of the historical art and design techniques and processes available to them. This will contribute to the range of skills with which they can go on to develop their art and design ideas and interests as their studies and careers progress.

**Principal aims and objectives**

- For students to develop an awareness of the broad range of materials, techniques and processes that are potentially available to use in developing their art and design project work.
- To support students in developing skills in using and applying materials, techniques and processes relating to art and design practice.
- For students to be able to assess the practical suitability of different materials and processes in relation to their intended use.

**6. Learning Outcomes - On successful completion of this module a student will be able to:**

*(Add more lines if required)*

1.	Demonstrate familiarity with a range of materials and processes relevant to craft-based practice in art and design.
2.	Utilise a range of technical skills relevant to craft-based practice in art and design.
3.	Produce resolved art and design work in a range of craft-based processes.
4.	Demonstrate the ability to record and evaluate their work and performance.

## 7. Assessment

### Pass on aggregate or Pass all components

*(modules can only be pass all components if this is a PSRB requirement)*

**Aggregate**

### Summary of Assessment Plan

	Type	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Material Outcomes	100%	No	N/A	1 - 4	Submissions for assessment will be in the form of a physical portfolio, or body of work produced throughout the duration of the module.

### Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

**Submissions for assessment** will be in the form of a physical portfolio, or body of work produced throughout the duration of the module. This should be sufficient in content and volume to demonstrate that the learning outcomes have been met to the minimum standard in relation to the various practices or processes explored.

**Material Outcomes** will be the practical work developed by students in relation to a specific brief, topic or theme. At this stage of the course, it is anticipated this will be tutor led, but there will also be scope for students to explore independently identified interests in private study time.

## 8. Summary of Pre and / or Co Requisite Requirements

n/a

## 9. For use on following programmes

**ZU1BAADF00 BA (Hons) Art and Design with Foundation Year FT - Level 0**

**ZU1BAADP10 BA (Hons) Art and Design with Foundation Year PT - Level 0 (Stage 01)**

<b>1.</b>	<b>Module Leader</b>	<b>Sarah Sabin</b>
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<b>2.</b>	<b>Indicative Content</b>
	<p>A studio and workshop-based practical module, supported by tutorials, workshops, demonstrations and designed to introduce a range of 'analog-based' art and design materials, techniques and processes.</p> <p>Through weekly workshop sessions, students will explore theme-based approaches to a range of workshop-based practices, such as printmaking; resistant 3D materials; ceramics and moulding techniques; Textiles.</p> <p>Supporting students in developing an awareness of relevant historical and contemporary work will also form part of the delivery.</p> <p>Outcomes will be evidenced through the submission of a portfolio of practical work, sketchbooks, contextual research and written reflection.</p>

<b>3. Delivery Method</b> <i>(please tick appropriate box)</i>					
Classroom Based	Supported Open Learning	Distance Learning	E-Learning	Work Based Learning	Other (specify)
Yes					
<i>If the Delivery Method is <b>Classroom Based</b> please complete the following table:</i>					
	<b>Activity (lecture, seminar, tutorial, workshop)</b>	<b>Activity Duration - Hrs</b>	<b>Comments</b>	<b>Learning Outcomes</b>	
1	Studio Workshop	3 Hrs	Introduction to the module theme: 'Vessel' (e.g. ship/boat; container; a person embodying a particular quality; a duct or canal conveying fluid. Group work: exploratory visual research with cameras and sketchbooks; mind mapping; plenary discussion. H&S requirements in workshops.	1	
2	Studio Workshop	3 Hrs	Studio research and development - working on theme-based concepts and how these might work as 2D/3D artefacts.	1	
3	Ceramics Workshop	3 Hrs	Ceramics Workshop 1: Introduction to the workshop/equipment and H&S. Clay types, properties and uses. Basic clay techniques: coiling, slabbing, rolling, pinching; joining.	1 to 4	
4	Ceramics Workshop	3 Hrs	Ceramics Workshop 2: Working with plaster. Mixing plaster; small-scale casts and basic moulds.	1 to 4	

5	Ceramics Workshop	3 Hrs	Ceramics Workshop 3: Slip casts, glazing and firing.	1 to 4
6	Ceramics Workshop	4 Hrs	Ceramics Workshop 4: Using the potter's wheel +Individual tutorial.	1 to 4
7	Studio Workshop	4 Hrs	Making paper from a variety of recycled sources. Inclusions. Making sheets paper casting with plaster moulds. +Individual tutorial.	1 to 4
8	Studio Workshop	4 Hrs	Working with flexible materials: Wire and Willow. +Individual tutorial.	1 to 4
9	Print workshop	3 Hrs	H&S and Monoprint.	1 to 4
10	Print workshop	3 Hrs	Drypoint/Etching 1.	1 to 4
11	Print workshop	3 Hrs	Drypoint/Etching 2.	1 to 4
12	Print workshop	3 Hrs	Screenprint 1.	1 to 4
13	Print workshop	3 Hrs	Screenprint 2.	1 to 4
	<b>Total Hours</b>	<b>42</b>		
If delivery method is <i>not</i> classroom based state lecturer hours to support delivery				

#### 4. Learning Resources

*To include contextualised Reading List.*

##### **Physical Resources:**

L159a Studio / L36 Ceramics & Glass workshop / L40 Printmaking Workshop (L Block).

##### **Reading List:**

Creswell Bell, A. *Clay: Contemporary Ceramic Artisans* (London: T&H, 2017)

Desmet, A. Anderson, J. *Handmade prints: an introduction to creative printmaking without a press* (London: A&C Black, 2005)

Noyce, R. *Critical Mass: Printmaking Beyond the Edge* (London: A & C Black, 2010)

Udale, J. *Textiles and Fashion: Exploring printed textiles, knitwear, embroidery, menswear and womenswear*, Second Edition (London: Fairchild, 2014)

##### **Websites**

<https://designmuseum.org/>

<https://www.vam.ac.uk/collections?type=featured>