

**Module Outline**

**Part 1- as validated**

1.	<b>Title</b>	<b>DU1BAADF0E / DU1BAADP0E Art and design Project</b>
2.	<b>Level *</b>	<b>0 (3)</b>
3.	<b>Credits</b>	<b>40</b>
4.	<b>Indicative Student Study Hours</b>	<b>84 hours lectures/ Seminars / Tutorials 316 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**

Having engaged in a range of predominantly tutor led workshops, at some point, students need to embark on the process of determining which discipline they wish to progress onto at Levels 4 to 6. In addition to engaging in this diagnostic process, they also need to acclimatise themselves to the business of working in a more independent and self-directed manner on more prolonged project work, albeit with appropriate tutorial support. This may be in the form of developing responses to a given brief, or in relation to an individually identified ideas and interests.

**Purpose**

The purpose of this module is to provide students with the opportunity to apply the skills and knowledge they have acquired to the development of a more personally directed and sustained body of resolved art or design work.

**Principal aims and objectives**

- For students to explore the independent application of techniques and processes to the development of a more sustained body of art or design work.
- For students to gain experience in developing their ability to work more independently.
- For students to practice making critical and selective decisions in relation to the practical and theoretical development of their work.
- For students to identify which discipline they wish to study at subsequent levels.

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

*(Add more lines if required)*

1.	Undertake theoretical and practical research and development into a specific theme, idea or project proposal within an art and design context.
2.	Evaluate research material and select media, materials and processes to develop and realise resolved art and design outcomes.
3.	Consider their work in relation to that of selected practitioners relevant to their project.
4.	Engage in evaluating and reflecting upon the process and outcomes of the project.

## 7. Assessment

<b>Pass on aggregate or Pass all components</b> <i>(modules can only be pass all components if this is a PSRB requirement)</i>	<b>Aggregate</b>
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### Summary of Assessment Plan

	Type	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
1.	Material Outcomes	80%	No	N/A	1; 2 & 4	Submissions for assessment will be in the form of a physical portfolio, or body of work produced throughout the duration of the module.
2.	Contextual Research	20%	No	500	3	Submissions for assessment will be in the form of all visual and written contextual research material relevant to their project work.

### Further Details of Assessment Proposals

Give brief explanation of each assessment activity listed

**Submissions for assessment:**

**Material Outcomes** will be the research and practical work developed by students in relation to a specific brief, topic or theme. At this stage of the course, this will be student led with appropriate tutor support. There will be scope for students to explore independently identified interests, but where appropriate (e.g. within design disciplines) set themes or briefs may be provided. 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.

**Contextual Research** will be in the form of visual and written material relating to the work of a number (at least four) selected practitioners relevant to their project and may also include consideration of specific forms of practice, movements or periods of art.

## 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**  
**ZU1BAADP20 BA (Hons) Art and Design with Foundation Year PT Level 0 (Stage 02)**

<b>1.</b>	<b>Module Leader</b>	<b>Sarah Sabin</b>
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<b>2.</b>	<b>Indicative Content</b>
	<p>This is a practical, studio-based module. Supported by tutorials, workshops and demonstrations, study visits, peer review, group and individual critiques, it provides opportunity for students to either propose their own or respond to a given brief with the development and production of a body of work that is informed by their own emerging interests.</p> <p>This module also has a diagnostic element to it, enabling students (with support from tutors) to identify potential choices of discipline for study at level 4.</p> <p>Exhibitions, presentations or displays of work may also be a feature of module content and outcomes are evidenced through submission of a body of practical and contextual research, artefacts and written reflection.</p>

<b>3. Delivery Method</b> (please tick appropriate box)					
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>					
Wk	Activity (lecture, seminar, tutorial, workshop)	Activity Duration - Hrs	Comments		Learning Outcomes
1	Seminar room / Studio.	3 Hrs	Day 1	1. Module Introduction. Presentation: projects and commissions.  2. Workshop: Development of project proposals and strategies for getting started.	1 to 4
		3 Hrs	Day 2	Mini taster -small object transformations (using small objects - preferably multiples of the same item)	1
2	Resource workshops / Studio	3 Hrs	Day 1	Workshop- further transformations and experiments.	1
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4

3	Resource workshops / Studio	3 Hrs	Day 1	Group Workshop 1 – video cameras and TV studio.	1 and 2
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
4	Resource workshops / Studio	3 Hrs	Day 1	Group Workshop 1 – video cameras and TV studio.	1
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students) OR Opportunity to join BA Workshop in Fine Art/Fashion/Photography/Graphic Design.	1 to 4
5	Resource workshops / Studio	3 Hrs	Day 1	Development Workshop – tracking experiments.	2
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students) OR Opportunity to join BA Workshop in Fine Art/Fashion/Photography/Graphic Design.	1 to 4
6	Resource workshops / Studio	4 Hrs	Day 1	1. Group Workshop – Preparing for Presentation. 2. Artist statement workshop.	4
		4 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students) OR Opportunity to join BA Workshop in Fine Art/Fashion/Photography/Graphic Design.	1 to 4
7	Seminar Room / Studio	4 Hrs	Day 1	Student Presentations on Project Development: 10-15 minutes, peer assessed in L156 Seminar Room.	2 to 4
		4 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
8	Resource workshops / Studio	4 Hrs	Day 1	1. Group Critique on Project development. 2. Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4

		4 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
9	Resource workshops / Studio	3 Hrs	Day 1	Paired Peer discussion over assessment criteria - to ensure all LOs are covered.	2 to 4
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
10	Resource workshops / Studio	3 Hrs	Day 1	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
11	Resource workshops / Studio	3 Hrs	Day 1	Presentation and discussion about displaying work.	5
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
12	Resource workshops / Studio	3 Hrs	Day 1	Exhibition Preparation.	5
		3 Hrs	Day 2	Independent project development with tutorial support (one-to-one tutorials and practical support with differentiating tasks/advice to meet the needs of individual students).	1 to 4
13	Resource workshops / Studio	3 Hrs	Day 1	Exhibition Preparation.	5
		3 Hrs	Day 2	Exhibition Preparation.	5
<b>Total Hours</b>		<b>84</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:

L159c Studio / Workshop Resources / L156 Seminar Room.

##### Reading List:

Durden, M. *Photography Today: A History of Contemporary Photography* (London: Phaidon, 2014).

Leach, R. and Fox, S. *The Fashion Resource Book: Research for Design* (London: Thames & Hudson, 2012).

Lilley, C. *Vitamin C: Clay and Ceramic in Contemporary Art* (London: Phaidon, 2017).

Meggs, P. and Purvis, A. *Meggs' History of Graphic Design*, 6<sup>th</sup> Edition (New Jersey: Wiley & Sons, 2016).

Pedrosa, A., Hoptman, L. et al *Vitamin 3-D: New Perspectives in Sculpture and Installation* (London:Phaidon, 2014).

Phaidon Editors, *Vitamin D2: New Perspectives in Drawing* London: Phaidon, 2018).

Porter, J. *Vitamin T: Threads and Textiles in Contemporary Art* (London: Phaidon, 2019).

Schwabsky, B. *Vitamin P3: New Perspectives in Painting* (London: Phaidon, 2016).

### **Websites**

[www.artuk.org](http://www.artuk.org)

<https://designmuseum.org/>

<https://www.tate.org.uk/about-us/collection>

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