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1.	Title	DU1BAFAF4A / DU1BAFAP4A Studio Module 4A: Introduction to Fine Art Process
2.	Level *	4
3.	Credits	20
4.	Indicative Student Study Hours	42 hours lectures, practical demonstrations and workshops; 158 hours independent study
5.	Core (must take and pass), Compulsory (must take) or Optional	Compulsory

^{*} 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

All areas of art and design practice involve the application of a range of practical and intellectual skills. Some may be specific to a particular discipline, while others may be relevant to several, if not all. Whatever the discipline, students need practical introductions and engagement in this respect if they are to successfully apply themselves to the process of developing project-based art and design ideas and outcomes.

Purpose

This module is intended to support students in developing their independent ability to apply a range of skills, knowledge and understanding with the use materials, processes and practices relevant to their discipline and personal interests.

Principal aims and objectives

For students to develop skills with a range of materials, techniques and processes that are potentially available to use in developing their art and design project work; to be able to assess the practical suitability of different materials and processes in relation to their intended use and (where appropriate) to think inventively about how they might combine them; for students to develop an appreciation of the way in which the manifestation of their ideas is mediated by the means of production and to consider their work within a wider cultural context.

6. Learning Outcomes - On successful completion of this module a student will be able to: (Add more lines if required) Employ media, techniques and processes relevant to their discipline to produce practical exploratory outcomes. Consider their own work within the context of contemporary practices in their discipline. Reflect on the suitability and effectiveness of materials and processes using appropriate terminology. Engage in objective and reflective evaluation of their working methods and practical outcomes.

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

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		Туре	% Weighting	Anonymous Yes / No	Word Count/ Exam Length	Learning Outcomes Coverage	Comments
	1.	Material Outcomes and Contextualisation	80%	No	N/A	1, 2 and 3	This will be a portfolio submission based on project work produced throughout the module, plus written and visual research material relevant to outcome 2.
	2.	Written Evaluation	20%	No	500	4	Assessment will be based upon a written self-appraisal that summarises student responses to outcomes 3 and 4.

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 of work produced throughout the duration of the module, together with supporting written work.

Material Outcomes and Contextualisation includes all exploratory and contextual research, practical and theoretical, that students have conducted throughout the module. In some instances, this may be in the form of a photographic record of a process or performance.

Reflective Evaluation will require students to write a 500-word report that demonstrates their ability to produce a thoughtful and measured assessment of their own work and the extent to which they have been able to effectively apply or employ a range of media and processes.

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n/a

9. For use on following programmes

ZU1BAFAF01 BA (Hons) Fine Art FT - Year 1

ZU1BAFAP02 BA (Hons) Fine Art PT - Stage 2

1.	Module Leader	TBC

2. Indicative Content

This is a practical, studio-based module. Through a range of tutor-led workshops and studio-based activity, as well as tutorials, peer review and study visits, students engage with the essential skills, techniques, processes and visual language that create the foundations and basis for further research and exploration in relation to individually determined interests and ideas within the context of the discipline.

Typical of the holistic approach common to art and design courses, the work undertaken for this module exists in a symbiotic relationship with other workshop-based and contextual studies modules. Collectively, they inform and support student aims, ambitions and the development of their creative identity and working methodologies.

Outcomes will be evidenced through the submission of a body of practical and contextual research, artefacts and written reflection.

3. Delivery Method (please tick appropriate box)						
Classroom Based	Supported Open Learning	Distance Learning	E-Learning	Work Based Learning	Other (specify)	
Yes						

If the Delivery Method is **Classroom Based** please complete the following table:

	Activity (lecture, seminar, tutorial, workshop)	Activity Duration - Hrs	Comments	Learning Outcomes
1	Workshop / Seminar	4 Hrs	AM: Module Introduction. Seminar presenting the LO's, artists, concepts and processes relevant to the Module. PM: Research Process Modelled workshop on effective	4
2	Workshop	4 Hrs	studio/process-led research. AM: Screen Print Process Introduction to screen printing process in a fine art context. PM: Screen Print Development Expansion on printing process to develop ideas via screen printing, paper printing or	3
3	Workshop	4 Hrs	mono printing developments. AM: Mould Making Process Introduction to mould making process to develop multiples and reproductions. PM: Mould Making Development Exploration of mould making process relevant to student intentions.	3

4	Tutorials / Studio	4 Hrs	Individual Tutorials Individual tutorials focusing on emerging process driven material outcomes and contextualisation to date.	2, 3 & 4
			Studio Process Using processes research, individual students identify relevant activities to extend practice.	1 & 4
5	Studio / Workshop	4 Hrs	AM: Fabrication Process Introduction to the wood workshop and the multiple processes available in the fabrication of material outcomes and modes of display. PM: Fabrication Development	1 & 2
			Exploration of wood workshop processes [sanding, ban-saw, hinging, joinery] to develop suitable outcomes.	
6	Workshop	4 Hrs	AM: Performance Process Introduction to the TV studio and both the filming process and key examples of artists and artworks.	1 & 2
			PM: Performance Development Exploration of filming and editing processes to generate new outcomes, responding to contextualisation of practice.	3
7	Group Critiques / Workshop	4 Hrs	Group Critiques Group workshop evaluating appropriate processes, materials and context in material research to date.	2, 3 & 4
8	Exhibition Visit	4 Hrs	Exhibition External exhibition visit. Discussing and researching the use of fine art processes utilised by artists and their qualities.	2
9	Workshop	4 Hrs	AM: Painting Process Introduction of oil-based painting processes available in the fine art studio and drawing room. PM: Painting Development Exploration of painting processes and	1 & 2
10	Workshop	4 Hrs	surfaces in relation to emerging outcomes. AM: Curation Process Exploring the contemporary curatorial process and key ideas in relation to material outcomes produced. PM: Portfolio Presentation Workshop on individual presentation and	1 & 3
	Total Hours	40	Workshop on individual presentation and general guidance for assessment submission.	

If delivery method is *not* classroom based state lecturer hours to support delivery

4. Learning Resources

To include contextualised Reading List.

Physical Resources:

Fine Art studios and drawing materials (L Block), Project Spaces with projectors and laptops (L Block), L156 Seminar Room with projection facility (L Block), Ceramics Workshop with clay and associated materials (L Block), Print Room with printing inks and associated materials (L Block), Mac Suite (H Block), The Minories (Town Centre Campus), TV Studio (B Block), TLR for monitors. (B Block), Wood Workshop with associated tools (L Block).

Reading List:

Fornwald, B. P. W. & Matotek, J. Material Girls. (London: Black Dog Publishing, 2015.)

Hudek, A. The Object. (London: Co-published by Whitechapel Gallery and the MIT Pres, 2014.)

Morley, S. The Sublime. (London: Co-published by Whitechapel Gallery and the MIT Press, 2010.)

Morrill, R. Vitamin C Clay and Ceramic in Contemporary Art. (London: Phaidon Press Limited, 2017.)

Osborne, P. The Postconceptual Condition. London: Verso, (2018.)

Perry, G. Difference and excess in contemporary art: the visibility of women's practice. 2nd Edition (Oxford: Blackwells Art History Special Issues, 2004)

Shanken, E. Art And Electronic Media. (London: Phaidon, 2014.)

Stiles, K. & Selz, P. *Theories And Documents Of Contemporary Art.* (California: University of California Press, 2012.)

Websites

www.instituteofmaking.org.uk Website for Materials & Processes.

www.tate.org.uk Archive of TATE exhibitions, terminology, artists, catalogues, films and articles.

www.firstsite.uk.net Regional Institution with archive of exhibitions, events and talks.

www.critical-theory.com Art Research & Theory website.

<u>www.an.org.uk</u> *Professional Development Resource* with information on artists processes, networks, opportunities and legal information.

www.e-flux.com Website discussing current trends, Art Research & Theory in contemporary art.

www.artforum.com Listings website of current trends, Art Research & Theory.

www.wetransfer.com Helpful free digital file sending website.