



# Course Outline (Higher Education)

<b>School:</b>	School of Arts
<b>Course Title:</b>	STUDIO PRACTICE: DIGITAL ART 1
<b>Course ID:</b>	CVASP2101
<b>Credit Points:</b>	15.00
<b>Prerequisite(s):</b>	Nil
<b>Co-requisite(s):</b>	Nil
<b>Exclusion(s):</b>	(VAMIN1012)
<b>ASCED:</b>	100301

## Description of the Course :

This course introduces students to the use of new media as a tool for art-making. Principles, concepts and practical uses of digital media and drawing will be highlighted and provide evidence for the creative potential of digital art. Studio activities will involve projects with the emphasis on the expression of technical - technological visual material.

**Grade Scheme:** Graded (HD, D, C, etc.)

**Supplementary Assessment:** Yes

Where supplementary assessment is available a student must have failed overall in the course but gained a final mark of 45 per cent or above and submitted all major assessment tasks..

## Program Level:

Level of course in Program	AQF Level of Program					
	5	6	7	8	9	10
Introductory	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intermediate	<input type="checkbox"/>	<input type="checkbox"/>	✓	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Advanced	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Learning Outcomes:

### Knowledge:

- K1.** Outline an awareness of the expressive and aesthetic use of digital media.
- K2.** Recognize the integration of drawing and digital art.

- K3.** Develop a recognition of the significance of contemporary computer-based art practice within the history and theory of art.

**Skills:**

- S1.** Practice technical skills in the use of digital media for expressive and aesthetic ends.  
**S2.** Demonstrate competency in image origination and manipulation through a range of software programs.

**Application of knowledge and skills:**

- A1.** Develop concepts within the guidelines of formal projects.  
**A2.** Recognize and appreciate the creative potential of digital media as a tool for making contemporary art.

**Course Content:**

Topics may include:

- Introduction to a range of software and media applications
- Survey of computer-based art practice within the history and theory of art
- Sequential studio projects using a range of software and media applications to create, produce and present digital art.

**Values:**

- V1.** Contribute to safe practices in the studio, and assume responsibility for this safety  
**V2.** Develop an appreciation for creative 3 dimensional processes and genres  
**V3.** Respect the ideas and skills of others  
**V4.** Take responsibility for time management and completion of tasks.

**Learning Task and Assessment:**

Learning Outcomes Assessed	Learning Tasks	Assessment Type	Weighting
K1, K2, K3, S1, A1	Acquiring and recovering investigatory material in artist journals/visual diaries, demonstrate the generation and development of concepts, visual images, working drawings	Visual Journal	20-30%
K2, S1, S2, A2	The development of a body of artworks reflecting digital media engagement	Folio	70-80%

**Adopted Reference Style:**

Chicago