

Unit Outline (Higher Education)

Institute / School: Institute of Education, Arts & Community

Unit Title: DIGITAL ART

Unit ID: VACAP1012

Credit Points: 15.00

Prerequisite(s): Nil

Co-requisite(s): Nil

Exclusion(s): (CVASP2101 and CVASP2102 and VAMIN1012 and VAMIN2004)

ASCED: 100301

Description of the Unit:

This unit provides an initial exploration of the capabilities and role of digital technologies in creating art. Drawing on skills and knowledge developed in VACAP1011 students are encouraged to utilise digital technologies to experiment with how the elements and principles of art-making are translated through, or challenged /enhanced by digital technologies. In addition to the acquisition of digital capabilities the unit involves students in studio projects where they will learn and employ a range of software and media applications to create, produce and present digital art. The course encourages students' individual creativity and expression.

Grade Scheme: Graded (HD, D, C, P, MF, F, XF)

Work Experience:

No work experience: Student is not undertaking work experience in industry.

Placement Component: No

Supplementary Assessment: Yes

Where supplementary assessment is available a student must have failed overall in the Unit but gained a final mark of 45 per cent or above, has completed all major assessment tasks (including all sub-components where a task has multiple parts) as specified in the Unit Description and is not eligible for any other form of supplementary assessment

Course Level:

Level of Unit in Course	AQF Level of Course					
Level of officer Course	5	6	7	8	9	10
Introductory			V			
Intermediate						
Advanced						

Learning Outcomes:

Knowledge:

- **K1.** Outline an awareness of the use of digital media for expressive and aesthetic ends.
- **K2.** Recognise the interplay between drawing through digital and analogue media
- **K3.** Recognise the significance of digital art/media within the history and theory of visual culture, and in lifelong learning
- **K4.** Identify the legal and ethical issues surrounding appropriation and remediation of digital media

Skills:

- **S1.** Practise technical abilities and skills in the use of digital media for expressive and aesthetic ends
- **S2.** Demonstrate competency using a range of software and platforms to create artwork
- **S3.** Demonstrate a willingness to explore and take creative risks, while maintainting safety in the studio
- **S4.** Explore subject matter and its remediation for use in a digital environment
- **S5.** Respect different views, identities, and perspectives in arts practice

Application of knowledge and skills:

- **A1.** Utilise knowledge and skills to complete set tasks
- **A2.** Demonstrate skills in documenting and representing ideas through various digital media.
- A3. Create images based on own ideas and position these within contemporary applications and e-media

Unit Content:

This course provides an initial exploration of the analytical and observational skills essential to drawing. There is a focus on the elements of art and design such as line, shape, texture, form, space, colour and value. Students also consider visual issues of composition, space and perspective. Students will develop hand-and-eye concentration and problem-solving skills. The course explores the materials and changing technologies of drawing in both traditional and contemporary practice and the wider implications for the production of meaningful art. The course encourages students' individual creativity and expression.

FEDTASKS

Federation University Federation recognises that students require key transferable employability skills to prepare them for their future workplace and society. FEDTASKS (**T**ransferable **A**ttributes **S**kills and **K**nowledge) provide a targeted focus on five key transferable Attributes, Skills, and Knowledge that are be embedded within curriculum, developed gradually towards successful measures and interlinked with cross-discipline and Cooperative Learning opportunities. *One or more FEDTASK, transferable Attributes, Skills or Knowledge must be evident in the specified learning outcomes and assessment for each FedUni Unit, and all must be directly assessed in each Course.*

Unit Outline (Higher Education) VACAP1012 DIGITAL ART

FEDTASK attribute and descriptor		Development and acquisition of FEDTASKS in the Unit		
		Learning Outcomes (KSA)	Assessment task (AT#)	
FEDTASK 1 Interpersonal	Students will demonstrate the ability to effectively communicate, inter-act and work with others both individually and in groups. Students will be required to display skills inperson and/or online in: Using effective verbal and non-verbal communication Listening for meaning and influencing via active listening Showing empathy for others Negotiating and demonstrating conflict resolution skills Working respectfully in cross-cultural and diverse teams.	K1, S1, A2	AT1, AT2	
FEDTASK 2 Leadership	Students will demonstrate the ability to apply professional skills and behaviours in leading others. Students will be required to display skills in: Creating a collegial environment Showing self -awareness and the ability to self-reflect Inspiring and convincing others Making informed decisions Displaying initiative	Not applicable	Not applicable	
FEDTASK 3 Critical Thinking and Creativity	Students will demonstrate an ability to work in complexity and ambiguity using the imagination to create new ideas. Students will be required to display skills in: Reflecting critically Evaluating ideas, concepts and information Considering alternative perspectives to refine ideas Challenging conventional thinking to clarify concepts Forming creative solutions in problem solving.	K2, S2, S3, S4, A3	AT1, AT2	



FEDTASK attribute and descriptor		Development and acquisition of FEDTASKS in the Unit		
		Learning Outcomes (KSA)	Assessment task (AT#)	
FEDTASK 4 Digital Literacy	Students will demonstrate the ability to work fluently across a range of tools, platforms and applications to achieve a range of tasks. Students will be required to display skills in:	K4, S1, S2, A2, A3	AT1, AT2	
	Finding, evaluating, managing, curating, organising and sharing digital information			
	Collating, managing, accessing and using digital data securely			
	Receiving and responding to messages in a range of digital media			
	Contributing actively to digital teams and working groups			
	 Participating in and benefiting from digital learning opportunities. 			
FEDTASK 5 Sustainable and Ethical Mindset	Students will demonstrate the ability to consider and assess the consequences and impact of ideas and actions in enacting ethical and sustainable decisions. Students will be required to display skills in:	K4, A1	AT1, AT2	
	Making informed judgments that consider the impact of devising solutions in global economic environmental and societal contexts			
	Committing to social responsibility as a professional and a citizen			
	Evaluating ethical, socially responsible and/or sustainable challenges and generating and articulating responses			
	Embracing lifelong, life-wide and life-deep learning to be open to diverse others			
	Implementing required actions to foster sustainability in their professional and personal life.			

Learning Task and Assessment:

Learning Outcomes Assessed	Assessment Tasks	Assessment Type	Weighting
K1, K2, K3, K4, S3, S5	Develop a Journal consisting of: 1. responses to set tasks, 2. source material and information on software 3. a record of ideas to pursue and develop, issues to resolve, and suggestions for further investigation	Journal	30-40%
S1, S2, S4, A1, A2, A3	Complete a portfolio of original digital art displaying a range of approaches and technical applications	Portfolio of original digital art	60-70%

Adopted Reference Style:

Chicago



Unit Outline (Higher Education) VACAP1012 DIGITAL ART

Refer to the <u>library website</u> for more information

Fed Cite - referencing tool