

Course Outline (Higher Education)

Faculty:	Faculty of Education and Arts
Course Title:	STUDIO PRACTICE: MATERIALS AND TECHNOLOGY 2
Course ID:	CVASP2002
Credit Points:	15.00
Prerequisite(s):	(CVASP1002)
Co-requisite(s):	Nil
Exclusion(s):	Nil
ASCED Code:	100301

Description of the Course :

This course builds on and extends CVASP 1002 Studio Practice: Materials and Technology 1. Students will adopt project planning principles to establish self-initiated projects in single and multiple 3D materials. Regular reporting on project stages to peers will occur, developing professional skills of self-critique and peer review of works-in-progress. Utilizing principles, concepts and material practices students will achieve a folio of finished artwork.

Grade Scheme:

Graded (HD, D, C, etc.)

Program Level:

AQF Level of Program						
	5	6	7	8	9	10
Level						
Introductory	■	■	■	■	■	■
Intermediate	■	■	✓	■	■	■
Advanced	■	■	■	■	■	■

Learning Outcomes:

Knowledge:

- K1.** Critically review the theory and practice of techniques utilised in at least one 3D material.
- K2.** Discuss the conception and development of a personally initiated project in at least one 3D material.
- K3.** Critique personal principles and practices in relation to studio activity broadly and 3D materials specifically.
- K4.** Critically review principles of project management as a basis for professional studio practice.

Skills:

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- S1.** Demonstrate technical abilities and skills in the use and selection of 3D materials for expressive and aesthetic ends.
- S2.** Plan and complete a project within the timeframe of the course.
- S3.** Utilise word processing, data base searching and internet resources to research materials for the project.
- S4.** Customise oral/written/visual communication to suit the presentation and reporting of the project to peers.

Application of knowledge and skills:

- A1.** Employ strategies of self-assessment showing ability to critique completed work.
- A2.** Apply technical knowledge and skills within specific methodological frameworks of the media utilised.
- A3.** Apply project planning principles to develop a folio of work progressing from conception - utilising drawing, maquettes, progressive photo capture - to production of finished works.

Course Content:

This course offers an immersive studio based environment that provides students with an opportunity to refine the principles, materials and practices of three dimensional representation and expression in the visual arts.

Through self-initiated projects, students will engage more deeply in materials of choice, researching and project managing a work from conception to final artefact. This course includes active participation in selfcritique and peer collaboration in the development of ideas and constructions.

Topics may include:

- Skill development in the handling of a variety of tools and materials
- Engagement with heritage processes and traditional materials using materials and applications such as fresco lime putty, gilding and restoration techniques
- Engagement with contemporary materials - recyclables, digital representations in 3D
- Engagement with natural materials - fibre, fabrics, timber, earth based mediums
- Visits to art galleries, studios, and other exhibition spaces
- Project management principles and practices in the studio.

Values:

- V1.** Demonstrate self-directedness and responsibility for own learning
- V2.** Display a sense of personal agency in studio practices
- V3.** Adopt a cooperative attitude to learning and supporting the learning of others
- V4.** Display flexibility to apply knowledge and skills in the building of a personal studio practice
- V5.** Express intellectual inquisitiveness and thoroughness
- V6.** Show a future orientation as active contributors to the social good
- V7.** Display a sense of personal agency (open to new possibilities and futures and effectively contributing to achieving them)
- V8.** Adopt a cooperative attitude to learning and supporting the learning of others
- V9.** Display flexibility to apply knowledge and skills in different, changing circumstances.

Graduate Attributes:

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FedUni graduate attributes statement. To have graduates with knowledge, skills and competence that enable them to stand out as critical, creative and enquiring learners who are capable, flexible and work ready, and responsible, ethical and engaged citizens.

Attribute	Brief Description	Focus
Knowledge, skills and competence	Students initiate studio-based research and projectmanage their own independent inquiry in 3D materials in their practice	High
Critical, creative and enquiring learners	Students conceive, research and develop a personally initiated project	High
Capable, flexible and work ready	Students are building a professional studio practice and engaging in opportunities to present finished works in shared and public spaces	Medium
Responsible, ethical and engaged citizens	Students take responsibility for their own learning and seek to reflect broader ethical and social values in their artistic expression and are environmentally sensitive in their practices	Medium

Learning Task and Assessment:

Learning Outcomes Assessed	Learning Tasks	Assessment Type	Weighting
K2, K4, S2, A3	Plan and complete a project proposal and manage that within the timeframe of the course. Critique the principles and practice of project management as they relate to studio practice	Project management Plan	20-30%
K1, K2, K3, S3, S4, A1	Using both image and text, students respond to specific weekly prompts in a visual journal that demonstrates the generation and development of concepts, visual images, working drawings, maquettes	Visual Journal	30-40%
S1, S2, A2, A3	Demonstrate the progress from conception to final work of at least one artefact in 3D material(s) of choice	Folio	30-40%

Adopted Reference Style:

Chicago