



Course Outline (Higher Education)

School:	School of Arts
Course Title:	STUDIO PRACTICE: DIGITAL ART 2
Course ID:	CVASP2102
Credit Points:	15.00
Prerequisite(s):	(CVASP2101)
Co-requisite(s):	Nil
Exclusion(s):	(VAMIN2004)
ASCED:	100301

Description of the Course :

This course builds on CVASP 2002 Studio practices: Digital Art 1 using advanced interactive tools and media for art-making. Self-initiated projects will utilize principles, concepts and practical uses of drawing and digital media to achieve a folio of finished artwork.

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.** Identify and review the use of digital media for expressive and aesthetic ends.
- K2.** Recognize the potential for the integration of drawing and digital art.

K3. Appraise the significance of contemporary computer-based art practice within the history and theory of art.

Skills:

S1. Demonstrate technical abilities and skills in the use of digital media for expressive and aesthetic ends.

S2. Devise artworks utilizing image origination and manipulation through a range of computer programs.

Application of knowledge and skills:

A1. Demonstrate the development of individual ideas within the guidelines of set formal projects.

A2. Illustrate the creative potential of the computer as a tool for making art.

Course Content:

Topics may include:

- Project-based activity utilizing Photoshop and Adobe Premier
- Exploration of Digital Collage
- Digital 2D Film and Animation
- Applications for Digital Camera and Scanners
- Integration of drawing and digital art
- Critical reflection activity exploring aesthetic and expressive strategies.

Values:

V1. Cultivate flexibility, and the ability to extend knowledge with imagination and conviction

V2. Respect the contribution that experience can make to the learning process

V3. View and reflect on the work 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, A2	Acquiring and recording investigatory material to support conception and completion of self-initiated folio works	Visual Journal	20-30%
K1, S1, S2, A1, A2	The development of a body of self- initiated and finished artworks	Folio	70-80%

Adopted Reference Style:

Chicago