

Course Outline

School / Portfolio: Faculty of Education and Arts

Course Title: DIGITAL ART 1

Course ID: VAMIN1012

Credit Points: 15.00

Prerequisite(s): Nil

Co-requisite(s): Nil

Exclusion(s): Nil

ASCED Code: 100301

Program Level:

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

Learning Outcomes:

Knowledge:

- K1.** Outline an awareness of the use of digital media for expressive and aesthetic ends.
- K2.** Recognise the potential for 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.
- K4.** Develop a recognition of the significance of contemporary computer-based art practice within the history and theory of art.

Skills:

- S1.** Practice technical abilities and skills in the use digital media for expressive and aesthetic ends.
- S2.** Demonstrate competency in image origination and manipulation through a range of computer programmes.
- S3.** Demonstrate competency in image origination and manipulation through a range of computer programmes.

Application of knowledge and skills:

- A1.** Apply development of individual ideas within the guidelines of set formal projects.
- A2.** Recognise and appreciate the creative potential of the computer as a tool for making contemporary art.

Course Outline

VAMIN1012 DIGITAL ART 1

- A3.** Recognise and appreciate the creative potential of the computer as a tool for making contemporary art.

Course Content:

As part of the Visual Arts programme, the Digital Art 1 course has been designed to promote awareness of the potential and importance of computer-based art in contemporary visual culture by means of an introduction to students' use of computers and new media as tools for art-making. Principles, concepts and practical uses of digital media are highlighted, and in order to evidence the creative potential of digital art and design, studio activities will involve projects with the emphasis on the expression of technical-technological visual material. In addition to the students' acquisition of digital capabilities and technical instruction for the communication of digital imaging, the course 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.

Values and Graduate Attributes:

Values:

- V1.** Respect and appreciate individual strengths and weaknesses.
- V2.** Value safety in the studio, and assume responsibility for this safety.
- V3.** Respect the contribution that experience can make to the learning process.
- V4.** View and reflect on the work of others.
- V5.** Take responsibility for time management and completion of tasks.

Graduate Attributes:

Attribute	Brief Description	Focus
Continuous Learning	Students are able to reflect critically on their digital art making practices and are developing an understanding of its relationship to an on-going artistic practice. Students have developed an understanding and a set of preliminary skills to develop a life-long practice in computer based art.	High
Self Reliance	Students have established an emerging strategy on how to engage a range of materials and media applications associated with the practice of sourcing, imagining and evaluating computer-based art.	Medium
Engaged Citizenship	Students have an understanding of what it means to engage in studio activities in which they will engage and experience communicative output in the digital media environment assisted by peer review and discussions.	Medium
Social Responsibility	Students have explored and understood the role of new media and digital art in contemporary visual culture.	Low

Learning Task and Assessment:

Course Outline

VAMIN1012 DIGITAL ART 1

Learning Outcomes Assessed	Assessment Task	Assessment Type	Weighting
K1 K2 K3 S1 A1 A2	Acquiring and recovering investigatory material in artist journals/visual diaries	Presentation of artist journal/visual diaries that demonstrate the generation and development of concepts, visual images, working drawings etc.	20%
	The development of a body of artworks and self-initiated pieces that is relevant to the discipline.	Graded Assessment	80%
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Adopted Reference Style:

Chicago