

# Course Outline

**School / Portfolio:** Faculty of Education and Arts

**Course Title:** DIGITAL ART 2

**Course ID:** VAMIN2004

**Credit Points:** 15.00

**Prerequisite(s):** VAMIN1012

**Co-requisite(s):** VAMIN1012

**Exclusion(s):** VAMIN1012

**ASCED Code:** 100301

## Program Level:

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

## Learning Outcomes:

### Knowledge:

- K1.** Identify and review the use of digital media for expressive and aesthetic ends.
- K2.** Recognise 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 utilising image origination and manipulation through a range of computer programmes.

### 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:

Digital Art 2 builds on the knowledge of the foundations of digital art-making acquired in Digital Art 1. The course will further students' application of digital media for the creation of art and design. During the semester, studio activities will involve projects with the emphasis on objective and expressive approaches to

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a range of visual stimuli. Students will employ a range of materials and media applications associated with the practice of digital media including various software programs. Subjects include: recognition of the role of new media and digital art in contemporary visual culture; the comprehension of issues of forms and content as specifically related to digital formats; the design, editing, and production of artistic concepts through computer-based systems. These topics will provide a theoretical basis for studio activities in which students will approach and experience communicative output in the digital media environment: students will learn to employ a range of materials and media applications associated with the practice of sourcing and imagining of computer-based art. These skills and knowledge will support the students' production of a body of original work to be reviewed for assessment.

### Values and Graduate Attributes:

#### 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.

#### Graduate Attributes:

Attribute	Brief Description	Focus
Continuous Learning	Students have continued to develop an enhanced understanding of the complexities and vagaries of Digital Art in the contemporary context and have produced art work of an advanced level.	High
Self Reliance	Students have established their Digital Art practice and are able to reflect critically upon and monitor their progress in the development of an individualised body of art-work.	Medium
Engaged Citizenship	Students engage in collegial discussions and provide peer review and analysis.	Medium
Social Responsibility	Students understand appropriate requirements for approaching Art galleries and presenting professional Digital art works.	Medium

### Learning Task and Assessment:

Learning Outcomes Assessed	Assessment Task	Assessment Type	Weighting
K1 K2 K3 S1 A1 A2	Acquiring and recording investigatory material in artist journals/visual diaries.	Presentation of a Journal/Sketchbook.	15-25%
S1 S2 A1 A2	The development of a body of artworks and self-initiated pieces which are relevant to the discipline.	Presentation of a folio of work.	75-85%

### Adopted Reference Style:

Chicago