

<b>Module Title:</b>	Painting Practices
<b>Language of Instruction:</b>	English
<b>Credits:</b>	30
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures / Tutorials / Practicals/ Group Crits/ Group Discussion/ Student Presentations. Each project starts with a detailed brief and introduction session and is followed by workshops and class discussion. The strategy is characterized as "learning through doing" in that the student is guided and supported through the process of skills acquisition and creative conceptualization both as individual students and as a class. Students are encouraged to develop habits of self motivation and organization that they will follow throughout the subject briefs. The majority of learning will take place in the student's individual studio. The project tutor will flag assessment priorities throughout the development of the block, an emphasis on experimentation and problem solving is a notable feature of this subject. There will also be an opportunity for the visiting lecture programme to participate in the delivery of this subject. Students participate in a mandatory international field trip in support of subject learning.
<b>Module Aim:</b>	The second year painting module covers eight hours per week and is project based. The aim of this module is to strengthen core skills learnt in year one and to develop a visual curiosity within the student. There is an emphasis on developing skills across a broad range of media. Students are asked to explore the use of materials and their relation to form and to develop a questioning open-ended attitude to making Art. Experimentation is encouraged as is risk taking and learning new and diverse ways of working. This module seeks to develop a critical awareness within the students own practise and increase knowledge of the interconnection between theory and practise. Students are expected to attend and participate in all the formal timetabled sessions for the subject. Students are also expected to manage their directed learning and independent study in support of the subject and project aims. At the start of Semester 2 students chose between the electives of Painting Practices and Sculpture & Expanded Practices. Subject aims: To cultivate students' visual curiosity, while generating an inquiring and open-ended development of their technical skills; To encourage students to gain confidence and fluency in a broad range of painting practices /2D visual media skills; To promote creative thinking and experimentation in responding to the demands of their learning programme; To build a mutually informative relationship between theory and practice; To develop student's ability to identify various learning needs explicit to their own practice and adopt effective and active learning solutions; To develop a critical awareness with regard to the individual student's own practice.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Be able to demonstrate a broad knowledge across a variety of areas in contemporary painting practices/2D visual media through (a) Presenting visual research in the form of visual diaries, personal notebooks. (b) Through explaining and outlining major influences in current work during group discussions assessments and crits, quoting reference and influences on the development of their current work
LO2	Be able to describe the relationships between painting and other 2D visual media and how they impact on one another in a variety of inter-disciplinary ways. (a) Through quoting examples and referencing 2d artworks as part of an assessment. (b) Selecting and researching artworks for making a slide or digital presentation or written submission.
LO3	Be able to distinguish critical questions that apply in the field of contemporary art /2d media through (a) Outlining distinct concepts, which inform their own work and the work of researched artists in crits and group discussions. (c) Expressing informed opinions in written work. (d) Executing a project in the public realm (c) Attending visiting artist's presentations and tutorials
LO4	Be able to present project work that demonstrates a variety of technical skills in painting practices/2D visual media through being able to (a) Use and manipulate tools for preparing stretchers, and painting supports and other 2D/ visual media. (b) Using paint, drawing media, film and digital media in the making of artworks. (c) Present and edit their work for assessments or a public exhibition
LO5	Be able to produce individual and innovative responses to the demands of project briefs through being able to (a) Create individual artworks using a variety of different approaches. (b) Display versatile abilities in planning visual projects and applying a range of working methods (c) Show research of a broad spectrum of subjects for source material.
LO6	Be able to self-assess their performance within the requirements of this learning programme through being able to (a) Use and apply the self-assessment mark sheet. (b) Identify and recognise strengths and weaknesses through peer assessment and personal tutorials. (c) Document and record their visual work
LO7	Be able to list key concerns in the relationship between theory and practice through being able to (a) Apply and use theory to inform their personal artwork. (b) Participating in seminars and giving a presentation on their own work. (d) Visiting galleries and participating in field trips (e) Research design and execute a work in the public domain
LO8	Develop proficiency and safe practice in the use of materials through (a) Attending workshops and taking part in training and demonstrations. (b) Seeking technical advice from staff and using appropriate equipment
LO9	Become active in identifying learning needs and gaps explicit to the development of their practice through (a) Seeking feedback and from tutors and visiting lecturers (b) Using a wide variety of media and technology (c) By using the college support mechanisms.
LO10	Be able to demonstrate critical awareness in the evaluation of their work through (a) Using self-assessment marking system (b) Through displaying and presenting their work for assessments. (c) By giving an oral presentation on the development of their work

<b>Pre-requisite learning</b>
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>
No recommendations listed
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>
No incompatible modules listed
<b>Co-requisite Modules</b>
No Co-requisite modules listed
<b>Requirements</b> <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>
No requirements listed

## Module Content & Assessment

### Indicative Content

#### PROJECT 1 Materials; Process and Transformation 2d Visual Media

PROJECT 1 Materials; Process and Transformation 2d Visual Media Duration: 6 Weeks They are asked to examine the roles of form and material in the production of meaning within 2d visual media and visual art languages. The students are encouraged to work with a range of materials through drawing and painting workshops and developing processes and their transformations. They will be asked to evaluate the functions and characteristics of materials in the specific contexts of the subjects outlined in their briefs. They are asked to discriminate between appropriate materials and media for increasing the legibility of their subjective ideas/ conceptual intentions. Their research work is to include contemporary and historical art practices that have been governed by questions of material form.

#### PROJECT 2 Materials; Process and Transformation 3d Visual Media

Duration: 6 Weeks; Students are asked to research and examine the roles of form and material in the production of meaning within sculpture/3d and visual art languages. Students will be encouraged to examine key questions and differences between art objects that have been hand-crafted, manufactured, found or assembled. Students are asked to demonstrate their ability to identify their understanding of material integrity and how it may relate to their own subjective ideas/conceptual intentions. They will be introduced to basic casting, while advancing their skills in wood-work and metal-work. While investigating the challenges and of creating material/formal translations of their own ideas, their research work should include contemporary and historical art practices that have been governed by questions of material form.

#### PROJECT 3 Practical Research; Paint/2d Visual Media

Duration: 4 Weeks; Students are asked to develop a body of research that will supply them with resource material for the development of their technical Painting/ 2d skills. This research block facilitates the student in learning specific skills in relation to painting and using materials. They will establish a basic grounding in painting techniques, technical skills and identify appropriate subject matter. They will direct their own subject program and systematically work towards accumulating practical painting /2d skills. Students self-initiate research, present work that demonstrates a variety of technical skills in painting and 2d media and use and manipulate tools for preparing stretchers and painting supports

#### PROJECT 4 Questions Of Material Form; Paint/ 2d Visual Media

Duration: 4 Weeks Status: Elective. Assessment: Summative Weighting: 20% Questions Of Material Form In Relation To Paint/ 2d Visual Media Students are asked to locate their research in investigating the challenges and possibilities in creating material /formal translations of their subjective ideas. They are asked to examine the roles of form and material in the production of meaning within painting and visual art languages. The students are encouraged to work with a range of materials through drawing/painting workshops. They will be asked to evaluate the functions and characteristics of materials in the specific contexts of the subjects outlined in their brief. They are asked to discriminate between appropriate materials and media for increasing the legibility of their subjective ideas/ conceptual intentions. Their research work is to include contemporary and historical art practices that have been governed by questions of material form.

#### PROJECT 6 Questions Of Metaphor; Paint/ 2d Visual Media

Duration: 4 Weeks Status: Elective. Assessment: Summative Weighting: 20% Questions Of Metaphor In Relation To Paint/ 2d Visual Media Project aims include the production of a body of research that reflects an individual investigation of the idea of metaphor. It directs the student towards an examination and understanding of the many functions and strategies employed by metaphor for communicating meaning in Painting 2D/ Visual Media. This project encourages the student to explore the capacity of metaphor for abstracting physical and metaphysical ideas in painting/2D visual disciplines, both in contemporary and art historical movements. This is a tutor-led project, with significant emphasis on the student making an individual and creative response while also improving and sophisticating their painting/ 2D and interdisciplinary skills.

#### Art History/Cultural Studies & Painting

Links Between Art History/Cultural Studies & Painting: Where possible during the PAINTING blocks, the art history and cultural studies courses will compliment the studio briefs, relating each studio project to an historical and critical discussion. Suggested topics: • Pop Art. • Neo Abstraction and Neo Expressionism. • Theories of ethnicity and race. • Film Noir.

Assessment Breakdown	%
Continuous Assessment	25.00%
Project	75.00%

### Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Other	Each student will have a formal review interview at the end of a semester and/or module and a report and mark will be filed by the lecturer. The two reports and marks will be the basis for a summative continuous assessment mark. The review reports will be available for the students to see and the aim of the continuous assessment is to support students and identify any weak areas that could be improved on for their project briefs.	1,2,3,4,5,6,7,8,9,10	25.00	n/a

### Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Aggregate of 5 Projects : 75% Each project is submitted within the brief's timeframe. Each submission will be an opportunity for the student to focus on their work and evaluate their own progress and development. Each student must undertake an assessment of their work. Where a divergence of more than 20% between the tutors's and the student's notional assessment mark occurs it is mandatory that a negotiated assessment mark is reached.	1,2,3,4,5,6,7,8,9,10	75.00	n/a

No Practical

No End of Module Formal Examination

**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Contact Hours	Every Week	8.00
Independent Learning	Every Week	10.00
Total Hours		18.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_AWART_B	<a href="#">Bachelor of Arts (Honours) in Art</a>	3	Mandatory
CW_AWART_D	<a href="#">Bachelor of Arts in Art</a>	3	Mandatory