Module Title:	Photography and Video
Language of Instruction:	English

Credits:	10

NFQ Level:	6

Module Delivered In	4 programme(s)

Teaching & Learning Strategies:	Photography: Lectures / Tutorials / Practicals. Primarily this core subject assumes that the student will have only limited experience in Photography. The 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. Video: Lectures / Tutorials / Practicals. Primarily this core subject assumes that the student will have only limited experience in Video. The 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. An important additional aspect of this brief is that students work in production teams and special attention will be given to supporting students in team work skills.

Module Aim:	This module aims to encourage individual and group teamwork. It values visual investigation, experimentation, the collection of diverse images, moving image and a final presentation of completed work. 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. Photography Aims: To develop a basic understanding of the relationship between the theory and practice of chemical and digital photography To introduce the student to the camera obscura, film and digital cameras, file management, formatting and basic chemical photographic and digital processes. To develop creative responses to project briefs. To encourage an understanding of the role of photography as a creative and technical aid in art and design practice, its history and impact on society and culture. To increase the student's ability to gather research and apply their research material to their project work. To improve the student's ability to present ideas and research in a group context. To increase the students visual awareness. Video Aims: • To develop a basic knowledge of digital video making and its application in art and design practice. • To acquire a basic practical knowledge of making a short video with sound. • To become familiar with hardware/software configurations for video and audio editing. • To develop an appropriate level of competency in handling a video camera and sound recording equipment. • To provide an introduction to contemporary art and design practices that employ the moving image, its history and impact on society and culture. To increase the student's ability to gather research and apply their research material to their project work. To improve the student's ability to present ideas and research in a group context. To increase the students visual awareness.

Learning Outcomes
On successful completion of this module the learner should be able to:

LO1	Be able to identify key events and contributors to the history of photography and video through short written submissions and/or presentations, visual notebook with personal comments and reflections and to recognize current contemporary art and design practices employing moving images and photography.
LO2	Be able to present work that demonstrates and applies technical understanding of basic photographic and video camera functions and equipment, both analogue and digital by producing work in photography and video: photographic prints, contact sheets, pictograms, positive/negative images, cyanotypes and other processes, demonstrate the principles using a camera obscura, darkroom enlarger, photographic chemicals and digital camera use, making correctly exposed and processed photographic prints, Video pre production, storyboarding, shooting and editing moving image with sound using video editing software and presenting analysis /notes from various exercises; making short video vignettes/stop-moti
LO3	Be able to anticipate and apply appropriate time-management in meeting requirements of project briefs, working in a group and on their own, making experimental work showing trial and error learning, working and sharing information /research and project experiments equipment in a communal work-space.
LO4	Be able to learn from different learning contexts through, learning from mistakes, and demonstrating problem-solving abilities, developing visual awareness in terms of light, colour, composition and the rule of thirds and self conscious approaches to composition and context through project work with subject and location, in the studio, locally and on the international field trip.
LO5	Be able to learn from their research and experiments and evaluate and formulate a personal response to the project brief through; Making experimental work showing trial and error learning, Identify the potential of a technique and applying their knowledge to produce a resolved outcome, evaluating experiments and producing their own solutions to technical problems.

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

Module Content & Assessment

Indicative Content
Photography Digital & Analogue Photography- individual and group project work. Smoke & Mirrors - presentations on photography, the principles of how photography works, its historical and contemporary contexts in art and design. Dark room processing demos- in groups. Independent research on film and digital pinhole cameras - build cameras, take photos, process and print. Cyanotype demos and experimental work with Cyanotypes on a theme. Photogram demos and experimental work with photograms on a theme. Introduction to the principles film and digital cameras, taking and up loading, formatting and storing digital images, Scanning and Importing, introduction to digital processing, and discussion. International field trip assignment,, make digital contact sheets from international field trip, edit and make digital prints. Group work- 'Painting with light' Digital time lapse and long exposure photography on a theme and presented as a slide show/animation with sound as an option.
Video Students participate in technical demonstrations to introduce them to working with digital video equipment. Students are introduced to the various roles and duties of the production team. Students engage in the production of vignettes. Students are introduced to making a timeline and visualizing their shots through drawing and storyboarding. Students are introduced to televisual composition, basic post production skills, field recording and basic digital non linear editing. Students make a presentation suggested topics: Early cinema as a cinema of attractions. Film and video in contemporary Art and Design and various artists and designers working in moving image and stop-motion. Students make both individual and group based work, typically we would expect each participating student to make at least 4 short videos that show progress in their video making skills and a final group project. Projects are supported by screening examples and class discussion.

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Photography: The subject will be assessed through the completion of brief tasks and the submission of a research journal/notebook and portfolio of the completed work including: pinhole positives, photograms, cyanotypes:, contact sheets and prints, essay and class presentation of painting with light.	1,2,3,4,5	50.00	Week 25
Project	Video: The subject will be assessed through the completion of brief tasks, a student presentation on video art, short film or animation and the submission of a research journal/notebook. Notebook with research on early silent cinema and the conventions of the moving image and notes on your project work during the module. Submission of Individual video project: 3 short videos screening and submission of group video project during final class screening.	1,2,3,4,5	50.00	Week 30

No Practical

No End of Module Formal Examination

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

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Contact Hours	Every Week	1.50
Independent Learning	Every Week	1.50
Contact Hours	Every Week	1.50
Independent Learning	Every Week	1.50
	Total Hours	6.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_HWVCD_B	Bachelor of Art (Honours) in Visual Communications and Design	2	Mandatory
CW_AWART_B	Bachelor of Arts (Honours) in Art	2	Mandatory
CW_AWART_D	Bachelor of Arts in Art	2	Mandatory
CW_HWVCD_D	Bachelor of Arts in Visual Communications and Design	2	Mandatory

Programme Code	Programme	Semester	Delivery
CW_HWVCD_B	Bachelor of Art (Honours) in Visual Communications and Design		
CW_AWART_B	Bachelor of Arts (Honours) in Art		