

<b>Module Title:</b>	Visual Studies Themed Project
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">4 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures / Tutorials / Practicals/ Group Crits/ Group Discussion/ Student Presentations. Primarily this core subject assumes that the student will have only limited experience in 2D and 3D visual form. 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.
<b>Module Aim:</b>	The module aims to stress the importance of the dynamics of visual form in Art and Design through studio practices and their multi-disciplinary role in the development of the student's creative practice. Emphasis is student responses to theme based subject as well as visual and analytical investigation/curiosity. The projects are student centred with tutor guided. 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. Subject aims: • To explore a wide variety of media processes as a means of visual creative thinking and production. • To develop the link between intention and technical applications in diverse creative practices. • To gain an understanding of developing a series of works in relation to each other and their reception by an audience. • To instill an attitude of experimentation, risk taking and investigation, enabling students to understand the possibilities and the limitations of the materials and processes at their disposal. • To equip students with the confidence and the ability to respond to problem solving and visual investigation • To express themselves creatively through visual form.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Be able to initiate ideas and design their own short personal project that builds on their skills and creative and critical thinking and present completed projects that deliver, works that consider the audience, Inter-linked exploration of ideas, Thematic development and innovative thinking and making, Be able to Integrate their skills and ideas and showing this in their project work supported by self directed Notebook work Initiated through their own research subjects. Presentation of work containing their own visual experiments which contains critical evaluations of successful and less successful exercises
LO2	Be able to describe the relationships between ideas/ intentions and formal translation, Be able to express reflective and personal responses, communicating their ideas in a tutorials, making various presentation strategies of their work for assessment, discussing their work in a group, participating in self-assessment, producing work that meets requirements of a project brief and matches students own personal interests and visual creative thinking
LO3	Be able to exercise autonomy and engagement with others, Be able to learn to identify learning needs and assist others in the shared learning environment by participating in self- assessment, demonstrating problem-solving skills, Identifying learning gaps and seeking tutor support, Sharing research material, pooling information, Participating in peer discussions and forming discussion groups.
<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**

**PERSONAL PROJECT: THEMATIC DEVELOPMENT TOWARDS AN EXHIBITION**

DURATION: 4 WEEKS; ASSESSMENT: SUMMATIVE; The student will expand upon and deepen the technical skills acquired in the previous projects to develop a series of works based on a specific theme or research. Further 3D and 2D image making media are supported including archival photographic printing and other associated print processes and software and 3D fabrication. The link between various thinking processes and technical realisation will be encouraged as an integral part of the project. A exhibition is presented in the studio and where the opportunity arises, work will be selected for public exhibition as a real world experience in an ongoing collaboration with Wexford General Hospital. Students can choose to work with tutor led themes in which to develop their own ideas and exploration of media including 'Spirit Animals and Spells', 'Stars Skies, horizons', 'Utopian Dreams and other Realms' 'Gifts, Offerings and Healing Tokens' All projects are supported by slide presentations, screenings and group tutorials and critiques

**Links Between History of Art and Design/Cultural Studies & Visual Stud**

Where possible during the VISUAL STUDIES blocks, the history of art and design and cultural studies courses will compliment the studio briefs, relating each studio project to an historical and critical discussion. Suggested topics: • The invention of perspective. • The role of the European Avant Garde. • Modernism and Modernity. • Image and Text • The Bauhaus • Semiotics

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 a semester 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	25.00	n/a

**Project**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Each Project is assessed within the brief's timeframe. Project 1 GROUP PROJECT will be a formative assessment to familiarise all students with the process of self assessment. Support material of notebooks, reflective writing, research material will be presented for assessment. Each assessment 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 and the students notional assessment occurs, it is mandatory that a negotiated assessment mark is reached.	1,2,3	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	4.00
Independent Learning	Every Week	2.00
Total Hours		6.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_HWVCD_B	<a href="#">Bachelor of Art (Honours) in Visual Communications and Design</a>	2	Mandatory
CW_AWART_B	<a href="#">Bachelor of Arts (Honours) in Art</a>	2	Mandatory
CW_AWART_D	<a href="#">Bachelor of Arts in Art</a>	2	Mandatory
CW_HWVCD_D	<a href="#">Bachelor of Arts in Visual Communications and Design</a>	2	Mandatory