

Module Title:	Painting
Language of Instruction:	English
Credits:	30
NFQ Level:	6
Module Delivered In	No Programmes
Teaching & Learning Strategies:	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.
Module Aim:	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 and sculpture. 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/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.
Learning Outcomes	
<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/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/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

Pre-requisite learning
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>
No recommendations listed
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements <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 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 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 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 2 Practical Research; Paint 2d Visual Media

Duration: 4Weeks; Assessment: Formative; Weighting: N/A; Research/Evaluation/Editing 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. Key learning outcomes for this project include ability to 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 3 The Organisation Of Space In Relation To Painting

Duration: 4 Weeks Status: Elective. Assessment: Summative Weighting: 20% Questions Regarding The Organisation Of Space In Relation To Painting Students will develop a project that demonstrates an individual and enquiring response to their study of spatial organization in painting/2D visual media. Students will improve their basic skills in a range of drawing strategies for organizing space in 2D form through perspectival drawing and other draughting exercises. Students will be asked to examine the role of optical technologies in visualizations of space in painting. This project encourages students to make culturally and historically comparative studies of depictions of space in painting. This project aims to improve basic skills in drawing, painting, photography.

PROJECT 4 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.

PROJECT 5 Studio/ Interdisciplinary Project.

Duration: 4 Weeks Assessment: Summative Weighting: 20% Studio/ Interdisciplinary Project The intention of this project is to expand and develop on the student's associative referencing of materials and ideas. This programme is conducted through a variety of means including skills and material demonstrations. The project brief means to create confidence in the student's ability to develop their ideas across a range of media simultaneously. The learning outcomes include an increased ability to identify and configure appropriate choices of media for translating their ideas Media include photography, drawing, film, painting, sculpture, performance, sound.

PROJECT 6 Art In Context/Field Work Project

Duration: 4 Weeks Assessment: Summative Weighting: 20% Art In Context/Field Work Project Students are expected to consolidate their research from the last block and conduct their own project in a location outside of their studio space. Emphasis is on the student becoming alert to the importance of context for determining specific meaning and reading of artwork. They are encouraged to make work on or around a specific site in their immediate and/or local environment and develop a project that reflects their particular interest in this subject/site. This is an inter-disciplinary project where organization, creative risk-taking and technical enterprise are key learning outcomes. Due to the complexity of making work in public locations this project is based on the full college year and finished work is presented on the last week of the year.

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 assessed within the brief's timeframe. 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'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	Sem 1 End

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		
<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

