

Module Title:	Art and Design History
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	4 programme(s)
Teaching & Learning Strategies:	Blended and E-Learning /Lectures /Class discussion/gallery/museum visits, and class based learning research activities. Blended learning strategies will entail the use of electronic platforms such as Blackboard to provide on- line learning materials and interactive question and answer sessions such as pop quizzes. Lectures will outline key issues, artists, art works etc. using audio visual and interactive methods as appropriate. Class discussions/presentations will encourage students to further develop their communication skills. Gallery Visits will also include the international field trip. Finally in support of discussion students will be encouraged to reflect on set reading extracts for each class.
Module Aim:	This module adopts a chronological viewpoint towards a period of flux in European and American history. It seeks connections with social and political forces within and beyond the confines of art and design history. It establishes the importance of crossovers between theory and practice as well as introducing the importance of a focus on visual and material culture. 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: 1. To equip the student with a clear and comprehensive overview of significant discourses, designers and artists within post World War 2 art and design history. 2. To develop the student's ability to interpret academic art theories and be able to clearly articulate their comprehension of these theories through oral presentations, group seminars and written project work. 3. To stimulate and encourage student's understanding of the relationships between critical debates in visual and material culture to art and design practices and wider social/ economic shifts. 4. To develop the student's independence of thought through peer debate, critical questioning, collaborative research and team skills. 5. To further develop research skills (particularly online research) in support of their studio practices. The assessment of this subject is designed to enable students to demonstrate that they have acquired a broad understanding of key artists, artworks, issues and theories introduced in this subject. The essay will be chosen from a list of tutor set titles and will be submitted each semester. All students will receive individual tutorial support for completing the essay assignment.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Be able to demonstrate a comprehensive knowledge and understanding of key global art and design practices and their surrounding critical discourses through: (a) Presenting research through workbook/class based exercises and group discussions with specific examples of artists'/designer's work and explanatory notes explaining the critical discourse surrounding the work . (b) The submission of an essay (c) The completion of Pop quizzes.
LO2	Have a detailed overview of the social, political and economic contexts relating to art and design practices of this period through: (a) Identifying relationships between social, political and economic contexts and specific art and design works in workbook/class discussion and exercises. (b) Collecting and analyzing research material for individual projects and group work. (c) Formulating a context for the art and design practice discussed in the essay.
LO3	Be able to demonstrate their comprehension of key subjects in this learning programme through oral and written presentations as well as group based discussions.
LO4	Integrate visual information with written material in a word -processing document.
LO5	Be able to identify and use a variety of research skills options including online research.
LO6	Integrate art and design content into a web based presented platform such as a web site.
LO7	Be able to initiate and deliver learning solutions in a collaborative context and apply this learning in seminar debates.
LO8	Be able to present quotations, with appropriate analysis, references and bibliographies in all submitted texts.
LO9	Be able to plan, time-manage and produce project work to specific deadlines.
LO10	Be able to apply theory critically when placing their own studio practice in an art and design historical context.

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

Art & Design History

The subject contents of this programme reflect a clear and related progression from 1st year. Semester 3 and 4 will present a comprehensive survey of post World War 2 art and design history through lectures and group learning projects. The subject programme aims at placing the syllabus within the political and cultural landscapes that have helped shape 20th Century art history as well as visual and material culture in both Europe and America. Within a detailed and chronological overview, the course contents include dominant movements/terms as well as important individual influences on art theory: Irish art and design and art from other locations away from the centres of London, Paris, New York will be referenced in the specific contexts of this subject programme. The student will be directed towards understanding general distinctions between art and design movements while also observing the conflicting interpretations of these movements. Historical art movements may also be examined through more recent art practices that critically re-interpret and challenge traditional art historical concerns. This course will provide an essential platform for consideration of present day issues relating to art, design and the mass media both in Europe, USA and indeed beyond that will be the principle focus of years 3 and 4.

Assessment Breakdown

%

Project

100.00%

No Continuous Assessment

Project

<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Project	Essay 3,000 words typed with illustrations or a combination of a student selected essay project, web based presentation, research workbooks/ class exercises and electronic pop quizzes. For example 80% for the essay and web based presentation and 20% made up of the class work weekly exercises and electronic pop quizzes.	1,2,3,4,5,6,7,8,9,10	100.00	n/a

No Practical

No End of Module Formal Examination

ITCarlow 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	2.00
Lecture	Every Week	60.00
	Total Hours	62.00

Module Delivered In

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