

<b>Module Title:</b>	Media Arts
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	No Programmes
<b>Teaching &amp; Learning Strategies:</b>	Practical demonstration / lab work / group learning. The majority of class time will be spent in the computer lab. Here ideas and concepts will be discussed and creative tasks will be set. As the subject progresses time is set aside for students to work (often in buddy pairings) to develop and workshop their ideas.
<b>Module Aim:</b>	To enable students to appreciate and adapt technology and electronics to media art and installations.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Express artistic message/emotion through sound media.
LO2	Process visual media in a graphical programming environment.
LO3	Employ electronics to add technological aspects to art.
LO4	Sense external stimuli in exhibition spaces and use these stimuli to manipulate art pieces.
<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**

**Sound in Art**

Physical sound, primal sound, intervals, acoustics/psychoacoustics, sound design, tuning sound to a performance space, spoken word.

**Graphical Programming for Sound**

Use graphical media programming environments (e.g. Pure Data/Max) to generate/manipulate sound including sine waves, sound files, environmental live sound, MIDI.

**Graphical Programming for Video**

The control of video and imagery in graphical programming (e.g. GEM/Jitter modules in Pure Data/MaxMSP)

**Sensing Spaces**

Event driven and procedural media, adapting stimuli as events, using microcontrollers and sensors, standalone microcontrollers to handle stimuli,

**Technological Art**

Communication between microcontrollers and software; electronics to control motors, robotics, lights, sound and other outputs.

**Assessment Breakdown**

**%**

Continuous Assessment

100.00%

**Continuous Assessment**

<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Performance Evaluation	Create a sound instrument by using graphical programming techniques and compose and perform a sound art piece using the instrument.	1,2	50.00	Sem 1 End
Exhibition Evaluation	Produce an interactive art piece which is controlled by electronics (e.g. microcontroller).	3,4	50.00	Sem 2 End

No Project

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	3.00
Total Hours		3.00

