

Module Title:	Art and Design: Themes and Contexts.
Language of Instruction:	English
Credits:	5
NFQ Level:	6
Module Delivered In	3 programme(s)
Teaching & Learning Strategies:	Blended and E-Learning /Lectures /Class discussion/gallery/museum visits, student presentations 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. 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. Student presentations will allow students to clarify in detail a topic that is both student and tutor selected. Finally in support of discussion students will be encouraged to reflect on set reading extracts for each class.
Module Aim:	This module serves as an introduction to themes and social contexts in Art and Design laying particular emphasis upon concepts and artistic developments belonging to Europe and the West in the first half of the 20th century. However, in recognition of the influence of mid 19th century thought and practice on the importance of design an element of this is reflected in the content of the course. Issues covered will be the meaning modernity has for art and design movements, laying particular emphasis upon the social effects of industrialization upon art and popular culture between 1900-1940. The aim of this course is to demonstrate how our understanding of art and design and its reception is shaped by social and technological forces and how these forces were integral to Modernism as a creative response to Modernity.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	To demonstrate a broad knowledge of artistic-design movements and historical events between the mid 19th and mid 20th centuries and to understand and make connections between the early Avant-Gardes and societal change in the time period covered.
LO2	To present an appropriately researched topic correctly referenced, supported by quotations and bibliography.
LO3	To identify and use a variety of research skill options including online research in on -line pop quizzes and class based writing exercises.
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: Themes & Contexts

An introduction to Modernism, Modernity and the industrialization of culture leading to an understanding of how art / design and its reception is shaped by social and technological forces. An emphasis is also placed on the development of research methodologies and introduction to essay writing. Where possible the lectures will relate to studio projects and briefs and exploit whatever crossovers there may be between work in the studio and theoretical concerns. Modernity. Including for example: • New Technology and industrialisation (war, cinema, and the telephone). • New patterns of living (urbanisation and migration). • New theoretical paradigms (the enlightenment, capitalism, evolution). Modernism including for example: • New cultural movements (Futurism, Cubism, Constructivism and Surrealism). • The role of the avant-garde and multi discipline approaches to art, architecture, film and design.

Assessment Breakdown

Continuous Assessment

%

100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Short Answer Questions	Writing Exercises on selected texts.	1,3	20.00	n/a
Essay	Essay - 1,500 -2,000 words typed with illustrations or a combination of student presentation, and essay, for example 80% for the essay and 20% for a presentation.	1,2,3	70.00	n/a
Case Studies	In Class Pop Quiz	1,3	10.00	n/a

No Project

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	3.00
Independent Learning	Every Week	3.00
	Total Hours	6.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_HWVCD_B	Bachelor of Art (Honours) in Visual Communications and Design	1	Mandatory
CW_AWART_D	Bachelor of Arts in Art	1	Mandatory
CW_HWVCD_D	Bachelor of Arts in Visual Communications and Design	1	Mandatory