

**Course Code:**

TBC

**1. Course Title:**

Art-S3 - Elective

**2. Academic Session**

2011-2012

**3. Level:**

Level 9

**4. Credits:**

20

**5. Lead School/Board of Studies:**

Non-School Board of Studies

**6. Course Contact:**

Inga Paterson

**7. Course Aims:**

To appraise the history and impact of digital methods in digital art practice and explore the dynamic relationships between humans, technology and physical and virtual spaces. In addition students will develop principal skills, techniques and practices in digital art development and will be introduced to audio design.

**8. Intended Learning Outcomes of Course:**

By the end of this course students will be able to:

- Critically appraise the history and development of digital art
- Evaluate key practices and debates in digital art
- Demonstrate a broad and integrated knowledge and understanding of the dynamic relationships between humans, technology and physical and virtual spaces
- Define a topic for investigation and demonstrate an explorative approach to digital art
- Challenge conventions and technology to affect and innovate solutions
- Appraise and apply a range of routine skills, techniques, and practices associated with audio

- design
- Apply a selection of principal skills, techniques and practices in the creation of digital art forms

**9. Indicative Content:**

History of digital art  
 Contemporary digital art  
 Artistic practice and problem solving approaches  
 Digital content development practices

**10. Description of Summative Assessment:**

Portfolio Submission

**10.1 Please describe the Summative Assessment arrangements:**

Summative assessment at end of academic year in form of coursework submission and end of year presentation

**11. Formative Assessment:**

Critique, progress review, work in progress presentation

**11.1 Please describe the Formative Assessment arrangements:**

Formative assessments mid term (terms 1,2,3) and end of terms 1 and 2

**12. Collaborative:**

Yes

No

**12.1 Teaching Institutions:**

N/A

**13. Requirements of Entry:**

None

**14. Co-requisites:**

None

**15. Associated Programmes:**

BDes (Digital Culture)

**16. When Taught:**

This course will be delivered in term 1 of stage 3 and will comprise 200 learning hours of which 20 will be direct contact time.

**17. Timetable:**

Weekly minimum of 1.33 hours per week over 15 weeks

**18. Available to Visiting Students:**Yes No **19. Distance Learning:**Yes No **20. Placement:**Yes No **21. Learning and Teaching Methods:**

Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture		
Studio		40
Seminar/Presentation	1	
Tutorial		
Workshop	15	30
Laboratory work		30
Project work		100
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	
Other (please specify below)	4	
<b>TOTAL</b>	<b>20</b>	<b>200</b>

**22. Description of "Other" Teaching and Learning Methods:**

Lectures  
 Guest lectures  
 Webcast lectures  
 Directed study  
 Problem-based projects  
 Practical workshops  
 Online video tutorials  
 Small group discussions  
 Enquiry-led learning  
 Case Studies

**23. Additional Relevant Information**

N/A

<b>24. Indicative Bibliography:</b>
-------------------------------------

Colson, R., 2007. <i>The Fundamentals of Digital Art</i> . Ava Publishing Paul, C., 2003. <i>Digital Art</i> . Thames & Hudson Oddey, A., 2011. <i>Modes of Spectating</i> . University of Chicago Press Wands, B., 2007. <i>Art of the Digital Age</i> . Thames & Hudson
--