

Module specification

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Module code	ARD549
Module title	Critical Thinking
Level	5
Credit value	20
Faculty	FAST
HECoS Code	100059 – Fine Art 100048 – Design
Cost Code	GAAP/GADC/GAAA

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BA (Hons) Applied Art	Core
BA (Hons) Animation	Core
BA (Hons) Graphic Design	Core
BA (Hons) Illustration	Core
BA (Hons) Comics	Core
BA (Hons) Fine Art	Core
BA (Hons) Photography and Film	Core
DipHE Graphic Design and Multimedia	Core

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g., practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	30 hrs
Placement / work-based learning	0 hrs
Guided independent study	170 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	14/01/2019
With effect from date	01/09/2019
Date and details of revision	16/05/2022 Reapproved as part of revalidation of UG Design Suite 04/11/2022 Addition of DipHE Graphic Design and Multimedia (CBVC)
Version number	5

Module aims

- To encourage students to navigate, retrieve and manage information from a variety of sources.
- To develop knowledge and understanding of broad critical and contextual dimensions of the student(s) disciplines
- To analyse information and formulate reasoned arguments.
- To enable the student to explore and propose topics suitable for extended study at level 6.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Demonstrate an ability to locate and use suitable research sources.
2	Analyse information from a variety of research sources.
3	Demonstrate the use of a research methodology.
4	Apply critical debate through contextual and comparative analysis.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

1. Students will be expected to produce work that responds to the theme-based lectures and workshops. This will be the equivalent of 1500 words or, (by advance agreement with teaching staff), assessment by alternative means such as presentation, website, portfolio of work, exhibition, audio visual presentation or any other media format suitable to the body of the work.

2. Students will present a research output of no more than 1500 words that outlines their research rationale, methodology, supporting references and research folder that could form the basis of further research in level 6.

In assessing the learning outcomes, a variety of factors will be considered, these include:

- Definition of a viable subject of study.
- Exploration and demonstration of a clear research methodology.
- Critical engagement with methods of interpretation and analysis.
- Capacity for reasoned argument.
- Management of an independent body of work.
- Adherence to academic standards and conventions for referencing sources.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1 & 2	Portfolio	50%
2	3 & 4	Portfolio	50%

Derogations

N/A

Learning and Teaching Strategies

- The module will be primarily structured around talks/workshops. Group and individual seminar and tutorial sessions will be held with debate as a central mechanism for focusing the student's individual research enquiry.
- Visits to museums, galleries, festivals, exhibitions, and other relevant field trips will engage the students in the broader world of art & design practice.
- Further resources will be available on the university's VLE and from Student Support.

This module will also follow the ALF (Active Learning Framework) guidelines, which will include alternative methods of assessment and a blended approach to delivery, with some theory and software sessions being delivered online (depending on requirements and student experience).

Indicative Syllabus Outline

This module will enable students to stimulate curiosity, integrate critical theory and apply research methodologies into their studio practice. This provides students an opportunity to build on their ability to analyse their own work and that of others, and to contextualise their studio practice in relation to emerging themes in art & design. It consolidates the ability to direct research, to engage in debate, and to articulate ideas through a variety of outcomes. Students are introduced to critical themes and theories as a foundation for further enquiry at level 6.

Critical themes will be introduced through lectures/workshops, supported by group seminars based on emerging themes in contemporary of art and design. Lectures will introduce students to core overarching debates and concepts relating to the analysis and critical evaluation of art and design practice.

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Applied Arts

Adamson, G. (2019), *Fewer better things*. Bloomsbury Publishing.

Design

Elkins, J. (2011), *Visual Cultures*. intellect books.

Fine Art

Finkelpearl T. (2013) *What We Made: Conversations on Art and Social Cooperation*. Duke University Press

Photography and Film

Guttu, A.H. (2018), *Writings, Conversations, Scripts*. Berlin: Sternberg Press.

Other indicative reading

Applied Arts

Adamson, G. (2009), *The Craft Reader*. Berg Publishers.

Sennet, R. (2009), *The Craftsman*. London: Penguin.

Ingold, T. (2013) *Making: Anthropology, Archaeology, Art, and Architecture*. Routledge

Design

Armstrong, H. (2009), *Graphic Design Theory: Readings from the Field*. Princeton

Architectural Press.

Lewis, J. (2008), *Cultural Studies: The Basics*. SAGE.

Sparke, P. (2000), *An Introduction to Design and Culture: 1900 to the present*. Routledge.

Armstrong, H. (2016), *Digital Design Theory: Readings from the Field*. Princeton Architectural Press

Fine Art

Sholette, G., Bass, C. and Queens, S, P. (2018), *Art as Social Action: An Introduction to the Principles and Practices of Teaching Social Practice Art*. Allworth Press

Dezeuze, A. (2017), *Almost Nothing: Observations on precarious practices in contemporary art*. Manchester University Press

Thompson, N. (2017), *Culture as Weapon: The Art of Influence in Everyday Life*. New York: Melville House Publishing.

Bishop, C. (2012), *Artificial Hells: participatory art and the politics of spectatorship*. London: Verso.

Photography and Film

Carroll, H. (2018), *Photographers on Photography: How the master's See, Think and Shoot*. Laurence King Publishing.

Bishop, C. (2012) *Artificial Hells: Participatory Art and the Politics of Spectatorship*. London: Verso.

Chatfield, T. (2017) *Critical Thinking: Your Guide to Effective Argument, Successful Analysis, and Independent Study*. London: Sage Publications Ltd.

Employability skills – the Glyndŵr Graduate

Each module and programme are designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes

Engaged
Creative
Ethical

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication