Module Code:	ARD316

Module Title:	Materials and Methods

Level:	3	Credit Value:	20

Cost Centre(s):		JACS3 code:	W213

Faculty:	Faculty of Arts, Science and Technology	Module Leader:	Sue Thornton

Scheduled learning and teaching hours	40 hrs
Guided independent study	160 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA (Hons) Graphic Design (with Foundation Year)	✔	☐
BA (Hons) Comics (with Foundation Year)	✔	☐
BA (Hons) Children's Publishing (with Foundation Year)	✔	☐
BA (Hons) Surface Design (with Foundation Year)	✔	☐
BA (Hons) Illustration (with Foundation Year)	✔	☐
BA (Hons) Animation (with Foundation Year)	✔	☐
BA (Hons) Game Art (with Foundation Year)	✔	☐
BA (Hons) Applied Art (with Foundation Year)	✔	☐
BA (Hons) Fine Art (with Foundation Year)	✔	☐
BA (Hons) Photography and Film (with Foundation Year)	✔	☐

Pre-requisites
None

Office use only
Initial approval: 12/12/2018
With effect from: 01/09/2019
Date and details of revision:

Version no:1

Version no:

Module Aims

- To develop aesthetic appreciation of a variety of media and techniques.
- Acquire technical competence in a broad range of media
- Enable the application of principles and processes to art and design subject areas
- To encourage critical awareness and evaluation of their work.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to		Key Skills	
1	Demonstrate key practical skills necessary within a multidisciplinary environment	KS 4	KS 9
		KS 5	
2	Demonstrate the ability to explore and investigate a variety of media and materials	KS 3	KS 6
		KS 4	
3	Evaluate personal development and contextualise technical and theoretical content	KS 1	KS 6
		KS 2	KS 5
4	Operate with effective time management	KS 8	KS 10
		KS 9	

Transferable skills and other attributes

- The ability to originate and manage an independent workload
- Contribute proactively to group critique and the learning of others
- Note-taking; recording, referring and responding to editorial advice

Derogations
None

Assessment:
Indicative Assessment Tasks:

Students will produce coursework that demonstrates their ability to manipulate a range of media such as paint, three-dimensional media, digital artwork, film and photography. Technical skill will be delivered through workshops and enhanced by knowledge of colour theory and composition through key note lectures, seminars and practical tasks. Evidence of contextual research and personal reflection will support the investigation through individual and group assignments.

Emphasis will be placed on engagement, time management and the development of enquiry. Course work will include sketchbooks, worksheets, mock-ups, digital files, research folders and/or blogs. Developmental work and finished solutions will reflect the exploratory process undertaken and aptitude with which their media has been applied.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-4	Coursework	100	n/a	2,500

Learning and Teaching Strategies:

- Keynote lectures will introduce basic principles and contextualise content
- Demonstrations and workshops will provide guidance in technical processes
- Assignments will facilitate the exploration of ideas and techniques and require students to demonstrate their understanding of various processes and possibilities.
- Cross delivery will provide a broad base for students to work with a variety of media
- Tutorials, group critiques and discussion forums will support student development and their understanding of a range of visual contexts

Syllabus outline:

Students will focus on a variety of media and materials appropriate to subject areas within art and design. Workshops are designed to introduce skills in painting, three-dimensional media, photography, film and digital software. Research and colour theory will underpin these methods of visual expression. Methods of gathering and recording information and exploring ideas are integral to the process.

![Wrexham Glyndŵr University logo]

MODULE SPECIFICATION PROFORMA

Demonstrations will inform students and enable them to develop a broad base of knowledge. The range of materials and processes that affect mark making, tone, contrast and composition will be expanded, with critical self-evaluation important to demonstrate a student's aesthetic understanding of the work they have produced. This will increase confidence and help individuals recognise their strengths and opportunities.

Indicative Bibliography:

Essential reading

Ingledew, J. (2011) The A-Z of Visual Ideas Laurence King Publishing

St Clair, K. (2016) The Secret Lives of Colour   John Murray Publishing

Other indicative reading

Akib, H. (2016) *The Artist's Painting Techniques: Explore Watercolours, Acrylics and Oils* Dorling Kindersley

Bendandi, L. (2015), *Experimental Photography: A Handbook of Techniques*. London, Thames & Hudson.

Thompson, R., Thompson, M. & Burgess, N., (2017). *The Materials Sourcebook For Design Professionals*. London: Thames and Hudson.

Usborne, D. (2010) *Objectivity: A Designer's Book of Curious Tools*, Thames and Hudson.

Helpx.adobe.com. (2017). Photoshop CC tutorials. [online] Available at: https://helpx.adobe.com/uk/photoshop/tutorials.html [Accessed 25 Oct. 2017