

Module specification

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Module Code	ARD491
Module Title	Material Experimentation
Level	4
Credit value	20
Faculty	FACE
HECoS Code	100895
Cost Code	GADC

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BA (Hons) Applied Art	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	40 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	40 hrs
Placement / work based learning	0 hrs
Guided independent study	160 hrs
Module duration (total hours)	200 hrs

For office use only	
Initial approval date	15/05/2024
With effect from date	September 2024
Date and details of revision	
Version number	1



Module aims

This module is designed to encourage the development of student's creative practice through a process driven method of creating work. It aims to foster their conceptual thinking and creative problem-solving abilities through the exploration of materials and techniques. The module will also provide an opportunity for students to research historical and contemporary artists/makers/designers who have innovatively used materials in their practice, inspiring students to explore new possibilities in their own work. The focus on past and present applications of materials and techniques will raise students' awareness of ethical and sustainable practices in applied art encouraging them to consider the environmental and social impact of their material choices. The workshop sessions will provide a collaborative learning environment where students can share ideas, techniques, and feedback with peers, enriching their understanding of 3D craft processes through collective exploration and dialogue.

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

1	Create a body of work through initial technique samples, further innovative experiments through to a finished artefact.
2	Document their creative exploration, recording technical notes as well as investigations into relevant current and historical applied artists and applications of the chosen material process.
3	Identify links between experimentation in materials and the design process.
4	Reflect on their own creative out-put taking into consideration successes, failures and challenges, and areas to explore further.

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.

The module will be assessed through the verbal and visual presentation of all course work, to include sketchbooks, experiments, maquettes, prototypes/completed artifacts. Learning outcomes are achieved through the satisfactory presentation of requirements listed above, including key transferable skills in time management, communication and IT skills.

Assessment criteria will include; depth of exploration and innovation in materials investigation, quality of visual research, relevance of material exploration to visual enquiry, quality, relevance and efficiency of recording systems, and success and presentation of completed artifacts.

Students will write an evaluation of each assignment in their reflective journals. A professional attitude towards working in the studio, engagement in the group critiques and seminars and commitment to their workspace will be reviewed in the students' assessment for this module, as will a professional attitude towards deadlines for the completion of work.



In assessing the learning outcomes, a variety of factors will be taken into account, these include:

- Critical and theoretical Knowledge
- Conceptual ability
- Visual development skills
- Practical skills and use of media techniques
- Professional practice

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1-4	Coursework	100%

Derogations

None

Learning and Teaching Strategies

The module will normally be delivered through lectures, demonstrations and studio/workshop based teaching and learning. Students are expected to attend all timetabled sessions. There will also be a programme of self-directed study in all forms of research and studio/workshop based practice and experimentation subject to accessibility to facilities and health and safety regulations. Progress will be monitored through tutorial and group critiques. External specialist input and visits will be included where possible.

Indicative Syllabus Outline

This module is designed to encourage creative exploration and experimentation of a range of media and techniques within a chosen area of the applied arts.

Students will use ideas and design concepts and apply a variety of media and techniques both traditional and contemporary and which explore the boundaries of what is current practice within their chosen subject study to appropriate design solutions. The acquisition and development of a good working knowledge of materials and techniques that will both facilitate and inform creative processes in response to specific design problems.

Indicative Bibliography:

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

Essential Reads

Townsend, J. (2017), *Cast: Art and Objects Made Using Humanity's Most Transformational Process*. Schiffer Publishing Ltd.

Other indicative reading

Websites



<https://www.craftscouncil.org.uk/>

<https://www.vam.ac.uk/>

<https://www.oxfordceramics.com/>

<https://www.current-obsession.com/>

