

# Prifysgol Wreccsam Wrexham University

## Module specification

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Module Code	ARD310
Module Title	Progression Project
Level	3
Credit value	20
Faculty	FACE
HECoS Code	301361
Cost Code	GACT

### Programmes in which module to be offered

Programme title	Is the module core or option for this programme?
BA (Hons) Graphic Design (with Foundation Year)	Core
BA (Hons) Illustration (with Foundation Year)	Core
BA (Hons) Comics (with Foundation Year)	Core
BA (Hons) Animation (with Foundation Year)	Core
BA (Hons) Photography (with Foundation Year)	Core
BA (Hons) Applied Art (with Foundation Year)	Core
BA (Hons) Fine Art (with Foundation Year)	Core

### Pre-requisites

None

### Breakdown of module hours

Learning and teaching hours	20 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	20 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
<b>Total active learning and teaching hours</b>	<b>40 hrs</b>
Placement / work based learning	0 hrs
Guided independent study	160 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

For office use only	
Initial approval date	4 Sept 2024
With effect from date	Sept 2024
Date and details of revision	



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Version number	1

### Module aims

Investigate a chosen specialist subject area, produce a cohesive, professional body of work, take responsibility for independent learning, planning and development to prepare for exhibition and Level 4 study.

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

1	Develop and create visual material utilising research, references, and available resources.
2	Exhibit proficiency and capability in technical skills and various media.
3	Recognise and utilise essential subject-related materials to support and enhance development.
4	Effectively manage time and workflows to achieve goals and meet deadlines.
5	Present work to a professional standard within an exhibition environment.

### Assessment

#### Indicative Assessment Tasks:

The progression project for each discipline will adhere to the same criteria, encompassing research, critical evaluation, concept development, exploration of visual processes and media, and culminating in a final outcome agreed upon with staff. Students must arrange access to equipment and technical support as needed. While each student's program of work will typically be independent, cross-collaboration is encouraged. Projects will require careful planning and must be documented, regularly evaluated, and monitored through group and individual tutorials with staff. The final solutions will be compiled and presented in a final show.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4	Coursework	100

### Derogations

None

### Learning and Teaching Strategies

- Keynote lectures will introduce basic principles and contextualise the content.
- Demonstrations and workshops will offer guidance on technical processes.
- Assignment will encourage the exploration of ideas and techniques, requiring students to demonstrate their understanding of various processes and possibilities.
- Cross delivery will provide a broad foundation for students to work with diverse media.
- Tutorials, group critiques, and discussion forums will support student development and enhance their understanding of a range of visual solutions.



### **Indicative Syllabus Outline**

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Students will concentrate on a specific subject area within the suite of art and design programs. Typically, this aligns with the BA title route chosen at enrolment, though it can be negotiated if a student shows interest and potential in another area. Students will demonstrate their engagement with the creative process and be encouraged to generate original and effective solutions for display, culminating in a final public exhibition.

### **Indicative Bibliography:**

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

#### **Essential Reads**

Kleon, A. (2012), *Steal Like an Artist: 10 Things Nobody Told You About Being Creative*. New York, NY: Workman Publishing Company..

#### **Other indicative reading**

Adler, N. (2015), *Art in the Making: Artists and their Materials from the Studio to Crowdsourcing*. London: Thames & Hudson.

Ambrose, G., & Harris, P. (2014), *Basics Design 03: Typography*. Lausanne, Switzerland: AVA Publishing.

Clark, G. (2007), *The Potter's Manual*. London: Thames & Hudson.

Langford, M., & Bilissi, E. (2015), *Langford's Basic Photography: The Guide for Serious Photographers*. Abingdon, UK: Focal Press.

McCloud, S. (2006), *Understanding Comics: The Invisible Art*. New York, NY: William Morrow Paperbacks

Rees, D., (2008), *How to be an Illustrator. 2nd ed.* London: Laurence King Publishing.

Seecharan, V., (2010), *The Encyclopedia of Contemporary Jewelry-Making Techniques*. London: Running Press.

Williams, R. (2009), *The Animator's Survival Kit*. London: Faber and Faber.

