

Module Code:	ARD710
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Module Title:	Advanced Professional Practices
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Level:	7	Credit Value:	60
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Cost Centre(s):	GAF A / GADC GAAA	JACS3 code: HECoS code	W200/ W700 100048/100895
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Faculty:	Arts, Science and Technology	Module Leader:	Steve Keegan
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Scheduled learning and teaching hours	60 hrs
Guided independent study	540 hrs
Placement	0 hrs
Module duration (total hours)	600 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA(Hons)/MDes Applied Arts	✓	<input type="checkbox"/>
BA(Hons)/MDes Animation	✓	<input type="checkbox"/>
BA(Hons)/MDes Visual Effects	✓	<input type="checkbox"/>
BA(Hons)/MDes Game Art	✓	<input type="checkbox"/>
BA(Hons)/MDes Graphic Design	✓	<input type="checkbox"/>
BA(Hons)/MDes Illustration	✓	<input type="checkbox"/>
BA(Hons)/MDes Comics	✓	<input type="checkbox"/>
BA(Hons)/MDes Children's Books	✓	<input type="checkbox"/>
BA(Hons)/MDes Surface Design	✓	<input type="checkbox"/>

Pre-requisites
N/A

Office use only

Initial approval: 01/05/2019
 With effect from: 01/09/2019
 Date and details of revision:

Version no:1

Version no:

Module Aims

- To provide a flexible platform for students to carry out a significant piece of individual work, related to an identified problem, question, or hypothesis.
- To provide the student with the opportunity to demonstrate higher-level academic and professional subject skills, leading to the production of an agreed output and impact.
- To enable students to liaise with professional bodies and consumers within the field and work to professional standards on assignments in the public arena.
- To encourage students to showcase their work and enter competitions, exhibitions, trade events / publications where appropriate.
- Complete a body of work that will provide opportunities for gainful employment.

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

At the end of this module, students will be able to		Key Skills	
1	Plan and synthesise a scheme of independent work that is measurable and achievable.		
2	Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional level.		
3	Produce and publish a significant body of creative work at a professional level.		
4	Display mastery of a complex and specialised area of knowledge and skills, which includes a critical awareness of current problems and/or new insights at the forefront of that field.		
5	Demonstrate expertise in highly specialised and advanced technical or professional skills.		
6	Critically evaluate current professional practice and methodologies in creative practice.		

7	Produce a body of work that can be showcased in the public arena and provide opportunities for gainful employment.		

Transferable skills and other attributes

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Derogations

N/A

Assessment:

Indicative Assessment Tasks:

Normally, students will first identify a scheme of work and 'project' to work on by devising a learning contract with their tutor(s). This will take the form of a written piece of work.

During the course of the module, students will be required to compile a portfolio that comprises progress reports and developmental work, as they work towards achieving the aims of their programme of study.

Finally, the body of work produced will be assessed in the project. The format of this is flexible, to incorporate the diverse range of projects that students may elect to work on. However, the project should include some form of critical reflection and analysis..

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-7	Coursework	100	N/A	N/A

Learning and Teaching Strategies:

The module is largely directed by the student, who will agree a scheme of negotiated study with their tutor at the outset of the module. Students will be monitored throughout their scheme of work by a tutor and will need to demonstrate engagement throughout the process via completion of a portfolio of work and reflective commentary.

Syllabus outline:

Adapted depending upon the Negotiated Learning Contract devised by each student.

Indicative Bibliography:

Particular texts will be dependent upon the negotiated learning contract devised by the student and the subject discipline(s) that they intend to work in. However, the following are provided as broadly applicable texts.

Indicative reading:

Applied Arts and Design

Cameron, J. (2006) *The Sound of Paper: Inspiration and Practical Guidance for Starting the Creative Process*. Penguin UK

Barnbaum, B. (2017) *The Art of Photography: An Approach to Personal Expression*. Rocky Nook.

Bovier, L., & Obrist, H. U. (2014). *A brief history of curating*. Zürich, JRP Ringier Kunstverl.

Hirschhorn, Thomas. *Critical Laboratory: The Writings of Thomas Hirschhorn*. Edited by Lisa Lee, Foster, H (2013) MIT Press. 978-0262019255

Joselit, D. (2013). *After art*, Princeton : Princeton University Press Lee, and Hal Foster. MIT Press, 2013.

Lee, Pamela M. (2017) *Forgetting the Art World*. MIT Press

Marincola, P. (2008). *What makes a great exhibition? Questions of practice*. Philadelphia, Pa, Philadelphia Exhibitions initiative, Philadelphia Center for Arts and Heritage.

Robinson, Ken. *Out of our minds: Learning to be creative*, 3rd edition Capstone, 2017.

Fine Art

O'Neill, P. (2016). *The culture of curating and the curating of culture(s)*. London, The MIT Press.

Bishop, C. (2012). *Artificial hells: Participatory art and the politics of spectatorship*. London: Verso Books. Not in stock

Rancière, J. (2009). *The future of the image*. London: Verso.

Leckey, M. (2013). *The universal addressability of dumb things*. London, Hayward Pub.

Garcia, T., Ohm, M. A., & Cogburn, J. (2014). *Form and object: A treatise on things (Speculative Realism)*. Edinburgh: Edinburgh University Press.

Newer edition - Sullivan, G. (2009). *Art practice as research: Inquiry in the visual arts*. California, Sage Publications.

Weintraub, L. (2003). *Making contemporary art: How today's artists think and work*. London: Thames & Hudson.