

MART102 Visual Arts Practice

ECTS Value: 6 ECTS
Self-Study Hours: 72

Contact Hours: 30
Assessment Hours: 48

Overall Objectives and Outcomes

This module aims to encourage and motivate the future art teachers to dive in the two main areas in the roles of an artist and an art educator.

By the end of this module, the learner will be able to:

Competences:

- a) Employ a variety of different media on paper and 3D mixed media in presented final art project.
- b) Develop and implement artistic approach and methods to transmit the artistic practice and techniques into an art lesson.
- c) Employ and propose an adequate artistic concept and research plan for the art project.
- d) Produce and create art work and evaluate own artistic and documentation process.
- e) Develop self-directed learning approach to reflect 21st century art pedagogical practices.
- f) Adapt art resources for lessons according to students learning level and technical abilities.

Knowledge:

- a) Identify and apply the knowledge gained from literature and practice about art education in both theory and practice.
- b) Explore the use of colours properties and color wheel in practical and theoretical dimensions through mixing and painting with acrylics or oils.
- c) Identify the relationship between form and function in design and describe the correlation between space and perspective.
- d) Identify the basic concepts related to colours associated with emotional context in children's art work or cultural role of colours application.
- e) Develop perceptual abilities through the analysis of 2 dimensional concepts of line, shape, value, colour, space and organisation in terms of the core elements of design.
- f) Identify and apply the appropriate method to achieve accurate proportions.
- g) Identify and interpret theoretical and practical knowledge to produce 3D work in clay, cardboard or wire.
- h) Demonstrate self-deprecation and originality in selecting and developing the artist theme and following well-constructed arts-based research process.

Skills:

- a) Apply drawing skills such as shading, varied line weight to create volume.
- b) Utilize appropriate techniques for variety of media in 2D and 3D.
- c) Display confident gesture drawings and accurate proportions from life and memory.
- d) Differentiate the properties of colour- hue, intensity and value and control transparency and blending of paint.
- e) Create balanced designs and identify the underlying function of design techniques in complex imagery.
- f) Develop and apply an art-based approach in the research process and project development.

- g) Utilize appropriate knowledge and understanding of the art teacher's professional roles and responsibilities.
- h) Use various grayscale media, wet and dry techniques.
- i) Draw extensively from life and imagination.
- j) Mix paint to match any colour and effectively use acrylics.

Assessment Methods

This module will be assessed through: Online Discussions, Art Project and Presentation.

Suggested Readings

Core Reading List:

1. Barry L., (2008). What it is. Drawn & Quarterly.
2. Lauer D.A., and Pentak S., (2011 with editon). Design Basics. Cengage Learning.
3. Winslow V.L., (2008). Classic Human Anatomy: The Artist Guide to Form, Function and Movement. Watson- Guptill.
4. Pentak S., and Roth R., (2004). Color Basics. Wasworth, division of Thompson Learning.
5. Sullivan G., (2004). Art Practice as Research: Inquiry in the Visual Arts. SAGE publications.

Supplementary Reading List:

1. Arnheim R., (1974) Art and Visual Perception A Psychology of Creative Eye. University of California press, Berkeley, LA, California
2. Fig J., (2009). Inside the Painter's studio. Princeton Architectural press, NY.