



The University of Southern Queensland

Course specification

Description: Technology and Design

Subject	Cat-nbr	Class	Term	Mode	Units	Campus
VIS	1021	30807	1, 2004	ONC	1.00	TWMBBA

Academic group:	FOART
Academic org:	FOA007
Student contribution band:	1
ASCED code:	100300

STAFFING

Examiner: Sandy Pottinger
Moderator: Kerry Zerner
Team members: Pat Lehane, Gerry Bowe.

REQUISITES

Pre-requisite: Students must be enrolled in one of the following Programs: BVAR or BVBE

SYNOPSIS

Much contemporary and innovative art practice involves new technologies such as computers. This is an introductory course designed in part to expose students to the electronic arts, so that they may be aware of, and begin to embrace these new technologies in their own art practice. Notions of design will be explored and expanded to include not only the production processes included, but also the organisational issues which underpin design. Health and safety issues pertaining to the art, design and technology industry will be addressed.

OBJECTIVES

On successful completion of this course students will have:

- developed an awareness of the temporal and electronic arts used in contemporary art, craft and design practice;
- developed initial practical design skills in the use of some of these technologies;
- have basic knowledge and understanding of the health and safety issues and procedures involved, in the safe use of a variety of materials and processes that are particular to the visual arts/crafts field.

TOPICS

Description	Weighting (%)
1. Through workshops and projects this course is designed to introduce students to new technologies in art practice. In exposing students to examples of electronic and temporal arts such as computers, they will gain an initial understanding of the wide range of technology available to the contemporary artist/craftsperson. Image manipulation will be introduced through computer graphics. The aim is to encourage experimentation and participation in electronic and temporal art forms and to explore inter- disciplinary practice in other studio disciplines.	100.00

TEXT and MATERIALS required to be PURCHASED or ACCESSED:

ALL textbooks and materials are available for purchase from USQ BOOKSHOP (unless otherwise stated). Orders may be placed via secure internet, free fax 1800642453, phone 07 46312742 (within Australia), or mail. Overseas students should fax +61 7 46311743, or phone +61 7 46312742. For costs, further details, and internet ordering, use the 'Textbook Search' facility at <http://bookshop.usq.edu.au> click 'Semester', then enter your 'Course Code' (no spaces).

These will relate to the individual programme of work as undertaken by individual students.

Workshop Procedures and Safety Data Sheets located in each Studio.

McCann, M 1992, *Artist Beware*, Lyons & Burford, New York.

REFERENCE MATERIALS:

Reference materials are materials that, if accessed by students, may improve their knowledge and understanding of the material in the course and enrich their learning experience.

As recommended by the lecturer/s as well as regularly accessing appropriate professional journals and actual art works for study in exhibitions, or in state or private collections.

Space specific Health and Safety videos in the Library.

Arts Website

1996, *Multimedia: The Complete Guide*, DK Publishing, London, New York.

Bevlin, M 1980, *Design Through Discovery*, Holt, Rinehart & Winston, New York.

Hearn, D and Baker, M 1994, *Computer Graphics*, Prentice Hall, Englewood Cliffs, NJ.

Itten, J 1973, *The Art of Colour: the subjective experience and objective rationale of color*, Van Nostrand Reinhold, New York.

Itten, J 1970, *The Elements of Color: a treatise on the color system of Johannes Itten*, Van Nostrand Reinhold, New York.

Jenner, D 1995, *Learn Desktop Graphics and Design on the PC*, Addison Wesley, Reading, MA.

Kissick, J 1996, *Art, Context and Criticism*, Brown & Benchmark, Madison, Wis.

Kristof, R & Satran, A 1995, *Interactivity By Design: creating and communicating with new media*, Adobe Press, California.

Lauer, D 1985, *Design Basics*, Holt, Rinehart & Winston, New York.

Nassal, M 1994, *Artists Complete Health and Safety Guide*, Allworth Ross, New York.

Ocvirk, O et al 1998, *Art Fundamentals: Theory and Practice*, McGraw Hill, Boston.

Preble, D 1999, *Artforms: an introduction to the visual arts*, 6th edn, Longman, New York.

Shedroff, N 2001, *Experience Design*, New Riders Publishing, Indianapolis, Ind.

Velthoven, W and Seijdel, J (eds) 1996, *Multimedia Graphics*, Thames & Hudson, London.

STUDENT WORKLOAD REQUIREMENTS:

ACTIVITY	HOURS
Laboratory or Practical Classes	72.00
Private Study	93.00

ASSESSMENT DETAILS

Description	Marks out of	Wtg(%)	Due date
DESIGN THEORY WORKBOOK	30.00	30.00	30 Apr 2004
HEALTH AND SAFETY PROJECT	40.00	40.00	21 May 2004
COMPUTER DESIGN PROJECT	30.00	30.00	11 Jun 2004

IMPORTANT ASSESSMENT INFORMATION

- 1 Attendance requirements:
It is the student's responsibility to attend and participate appropriately in all activities (such as lectures, tutorials, laboratories and practical work) scheduled for them, and to study all material provided to them or required to be accessed by them to maximise their chance of meeting the objectives of the course and to be informed of course-related activities and administration.
- 2 Requirements for students to complete each assessment item satisfactorily:
This is a graded course. Students must successfully complete all items of assessment. Marks in each course component will be added and a final grade awarded as per the Faculty's grading system. All components must be passed in order to successfully complete the course.
- 3 Penalties for late submission of required work:

If students submit assignments after the due date without prior approval, then a penalty of 10% of the total marks available for the assignment will apply for each of the first FIVE working days late, after which a zero mark will be given.

- 4 Requirements for student to be awarded a passing grade in the course:
To be assured of a passing grade, students must demonstrate, via the summative assessment items, that they have achieved the required minimum standards in relation to the objectives of the course by obtaining at least 50% of the total weighted marks for all summative assessment.
- 5 Method used to combine assessment results to attain final grade:
Marks in each course component will be added and a final grade awarded as per the Faculty's grading system.
- 6 Examination information:
There is no exam for this course.
- 7 Examination period when Deferred/Supplementary examinations will be held:
Given the details under (6) above, there are no deferred exams for this course. However, if any deferred/makeup work is granted, it would have to be submitted by a date set by the examiner.
- 8 University Regulations:
Students should read USQ Regulations 5.1 Definitions, 5.6. Assessment, and 5.10 Academic Misconduct for further information and to avoid actions which might contravene University Regulations. These regulations can be found at the URL <http://www.usq.edu.au/corporateservices/calendar/part5.htm> or in the current USQ Handbook.

OTHER REQUIREMENTS

- 1 Assessment requirements will be a schedule of journal records, articulation of concepts and art exploration, lectures, discussion tutorials, demonstrations, studio involvement and presentation of completed work.
 - 2 Assessment of projects/folio as required by individual Visual Arts staff in Health & Safety, Design, and Computer Graphics.
 - 3 It is essential from the point of view of sequential learning and understanding of workplace health and safety issues and practices that students aim at full attendance. Medical certification or appropriate documentation must be produced in cases of absence. Following assessment in the Health and Safety component of this course, a Certificate of Competency will be issued with respect to studio related health and safety procedures. Students must attain this Certificate in order to continue in the studio practice courses and have studio access.
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