



The University of Southern Queensland

Course specification

Description: Technology and Design

Subject	Cat-nbr	Class	Term	Mode	Units	Campus
VIS	1021	50660	1, 2006	ONC	1.00	Toowoomba

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

This is a course that introduces students to the basic concepts of design that are fundamental to visual composition. While referring predominantly to the two dimensional areas of drawing, painting, photography, and printmaking, aspects of form and mass are shown to facilitate an understanding of the three dimensional format, and its illusion on a two dimensional picture plane. An introduction to computer technology as a graphic device for artists will enable students to translate examples of the elements and principles of design through digital imaging. Issues of Workplace Health and Safety as they pertain to the studio arts, design, and technology will be addressed and procedures explained. Upon demonstrating an understanding of Standard Operational Procedures in studio situations students will receive a Certificate of Proficiency in Workshop Technology. The receipt of this certificate is necessary in order to continue to the next areas of studio and visual arts practice.

OBJECTIVES

On successful completion of this course students will have:

1. developed an initial understanding and practical application of the basic elements and principles of design (Assessment item 1 refers);
2. developed an awareness of the potential of computer technology and its application in art, craft, and design practice (Assessment item 3 refers);
3. developed a basic knowledge and understanding of the Workplace Health and Safety procedures involved in the safe use of materials and processes particular to the studio arts, design, and technology (Assessment item 2 refers);
4. received a Certificate of Proficiency in Workshop Technology (Visual Arts). This will be awarded after successful completion of tasks reflected in Objective 3.

TOPICS

Description	Weighting (%)
1. Through a series of projects this course will introduce students to the elements and principles of design and their application in the creating of balanced and meaningful composition. With the initial introduction to computer technology, students will gain an understanding of the potential and application of computer-manipulated imagery to their own arts practice. An awareness and understanding of Workplace Health and Safety issues is designed to encourage the safe use of studios and their facilities.	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.

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 1994, *Design through discovery*, 6th edn, Harcourt Brace College Publishers, Fort Worth.

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 2005, *Design basics*, 2nd edn, Thomson/Wadsworth, Australia.

- McCann, M 1992, *Artist beware*, Lyons & Burford, 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.
- Rossol, M 2001, *Artists complete health and safety guide*, 3rd edn, Allworth Ross, 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
HEALTH AND SAFETY PROJECT	40.00	40.00	28 Apr 2006 (see note 1)
DESIGN THEORY WORKBOOK	30.00	30.00	05 May 2006
COMPUTER DESIGN PROJECT	30.00	30.00	16 Jun 2006

NOTES

1. NB: NEW ASSIGNMENT SUBMISSION REQUIREMENTS: All Faculty of Arts written assignments must be lodged in the Faculty Assessment Area on the Ground Floor of Q Block no later than 12 noon on the due date.

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:
To complete each of the assessment items satisfactorily, students must obtain at least 50% of the marks available for each assessment item.
- 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:
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.

- 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, notes from lectures and demonstrations.
 - 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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