SCHOOL OF ART

Course Outline   year 1

VISUAL ARTS CORE STUDIO 1 – DIGITAL LITERACY

SMS Code	VA503100	*Directed Learning hours*	25
Level	5	*Workplace or Practical Learning hours*	N/A
Credits	5	*Self Directed Learning hours*	25
Prerequisites	ENTRY	*Total Learning Hours*	50
NQF Unit standards assessed in this course: NONE			
This course approved in another Programme No			

Aims

In Digital Literacy, students are introduced to a wide range of fundamental digital devices (hardware) and programmes (software) as well as problem solving techniques related to their uses. Students will gain an understanding of relevant digital skills in relation to their study and art practice. This paper will ensure that all students gain a fundamental confidence in the use of a variety of digital tools, and an over-arching understanding of their wider application.

Learning Outcomes

At the successful completion of this course, students will be able to:

1   Safely use digital hardware.
2   Recognise a variety of software programmes and identify their use.
3   Show evidence of attendance at the lecture series.
4   Demonstrate an ability to use relevant digital tools that support different areas of study.
5   Demonstrate an understanding of the wider context of digital technologies.
6   Begin to apply digital skills in research and in areas where this is relevant for the contextualisation and making of visual art.
7   Have some understanding of issues around intellectual property.
8   Have some understanding of issues around digital communities.

Content

Students will attend a weekly lecture series that covers an introduction to computer hardware and various softwares, the use of the internet, and conceptual frameworks that surround these issues in study and arts practice.
Students will also attend weekly workshops that provide a practical a hands-on introduction to many of the discussed digital tools, and will complete weekly exercises that provide them with experience of the technologies.
Finally students will present their studio work, applying their digital skills to a conceptual project.

Assessment

Studio work is assessed at the end of each course and all students are present for their assessment. They present their research both in documented form and orally to the examiner/s.

Assessment Activity	Weighting	Learning Outcomes	Assessment Date
Studio Research Activity -Showing attendance at directed classes, including the recording of information learned weekly in lectures and workshops and any additional research. Should also show evidence of self-directed input.	20%	2, 3, 5, 7, 8.	10th June 2009
Project and Presentation -Demonstration that all learning outcomes have been presented in documentation form and orally.	80%	1, 2, (…), 8.	10th June 2009

Resources

Required:

Students will be given access to computers, computer storage space (i.e. for saving work), and the internet. Students may find it useful to have use of an external storage device, such as a USB hard drive, or a recordable CD/DVD but this is not required for this paper.

Recommended:

That students use suitable means to record information at lectures and workshops.