

This Version is No Longer Current
 The latest version of this module is available [here](#)

MODULE DESCRIPTOR

Module Title

Developing a Painting Practice

| | | | |
|-----------|-------------|-------------|--------|
| Reference | AA2704 | Version | 2 |
| Created | June 2017 | SCQF Level | SCQF 8 |
| Approved | August 2012 | SCQF Points | 45 |
| Amended | August 2017 | ECTS Points | 22.5 |

Aims of Module

To further provide the student with the ability to explore, conceptualise, and practice Painting and Drawing within a Fine Art context at a level appropriate to level 2 of the course.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Undertake research that uses methodologies appropriate to the specialist subject of Painting and Drawing within a Fine Art context.
- 2 Further develop the ability to engage in critical thinking and idea development through the processes of Painting and Drawing.
- 3 Further develop a practical working knowledge of materials, processes and technologies towards resolved outcomes appropriate to the specialist subject of Painting and Drawing.
- 4 Continue to use core skills appropriate to Painting and Drawing, including core IT skills, in the presentation of elements of coursework.
- 5 Extend their knowledge and contextual awareness of Painting and Drawing within the history of Fine Art practice.

Indicative Module Content

Students undertake a sequence of in-depth projects exploring research methodologies, procedures and subjects pertaining to Painting. This is underpinned by the core activity of Drawing and its various applications. Throughout the module students will develop their critical understanding of Painting practice as a discipline within a Fine Art context and further develop their personal visual language and agenda. The methods and procedures of painting are framed by a critical understanding of contemporary theories and historiographies of Fine Art practice, which encourages students to recognise Painting and Drawing both as a cultural and aesthetic form. Workshops in core IT skills such as word processing and photoshop are provided.

Module Delivery

Each student is allocated a studio space and assigned an academic tutor for the session. All relevant course material is hosted on the Painting pages of CampusMoodle. All of the projects are supported by subject briefings, power point presentations and seminars that introduce and discuss relevant issues. Teaching and learning methods include one-to-one and group contact, directed and self-directed study. The module includes weekly structured and directed drawing classes, workshop demonstrations, lectures, seminars, individual & group tutorials and critical reviews. Students will have access to photographic, audiovisual and IT facilities.

Indicative Student Workload

| | Full Time | Part Time |
|------------------------------------------------------------------------------|-----------|-----------|
| Contact Hours | 145 | N/A |
| Non-Contact Hours | 305 | N/A |
| Placement/Work-Based Learning Experience [Notional] Hours | N/A | N/A |
| TOTAL | 450 | N/A |
| <i>Actual Placement hours for professional, statutory or regulatory body</i> | | |

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

| | | | | | |
|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|------|--------------------|---------------|
| Type: | Coursework | Weighting: | 100% | Outcomes Assessed: | 1, 2, 3, 4, 5 |
| Description: | Presentation of resolved artwork/s and supporting folio of all research and development work produced within the module (including sketchbooks, drawings, preparatory studies and any other material deemed appropriate). A record of engagement and participation contributes to the overall grade. | | | | |

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

In order to pass the module you need to achieve a D or above.

| Module Grade | Minimum Requirements to achieve Module Grade: |
|--------------|--------------------------------------------------------------------------------|
| A | An A in C1 |
| B | A B in C1 |
| C | A C in C1 |
| D | A D in C1 |
| E | An E in C1 |
| F | An E in C1 |
| NS | Non-submission of work by published deadline or non-attendance for examination |

Module Requirements

| | |
|--------------------------|-------|
| Prerequisites for Module | None. |
| Corequisites for module | None. |
| Precluded Modules | None. |

INDICATIVE BIBLIOGRAPHY

- 1 MULLENS, C., 2008. *Painting People*. Thames and Hudson.
- 2 HUDSON, S., 2018. *Painting Now*. Thames & Hudson.
- 3 MYERS, T. Ed., 2011. *Painting: Documents of Contemporary Art*. Whitechapel Gallery.
- 4 SEYMOUR, P., 2003. *The Artist's Handbook*. Arcturus.
- 5 SCHWABSKY, B., 2019. *Vitamin P3: New Perspectives in Painting*. Phaidon.