a contemporary context. This course not only looks at sculpture as an independent form but sculpture as an expanded discipline that reaches into many realms expanding our perception to three dimensional space and experience.

This course explores the tools and techniques of additive production and the capacities of the wood shop, metal shop and sculpture studio. A series of small projects designed to build students' skill base in carpentry, metalworking and general structural challenges will be considered and applied. In addition, students are invited to incorporate projects from other AVA courses or their individual studio practice into the course.

VART 2147 Installation Art (3,4,0)
Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses
Installation has been the most commonly used art form in contemporary visual creation since 1970s. It is a kind of integrated medium of expression which potentially triggers different sense such as sound, light, odour and other intangible sensible elements. The phenomenon of mixed media and interdisciplinary creation in contemporary art making has indicated strong initiatives to explore new creative space and language within an existing framework, and installation art is the most organic experimental area in this realm. Through the practice of installation art, students will utilise various forms of visual expression within space.

This course aims to inspire and enhance students' abilities in creativity and expression through practice, exploration and research work on various mixed-forms in the concept of space and place. It will focus on exploring the integrated specificity of installation art, which can integrate other medium such as video, imaging, processing, temporary, performance and theatre, and even interactive installation. It will give a general survey on theory, the development and the latest trends of installation art; students will explore how ideas and theories get contextualized, and how space is redefined with concepts of identification and site-specific contextual meanings. Construction workshop will be given to assist their installation production.

VART 2155 Bodyscape (3,4,0)
Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses
In most all art forms, the artist is either moving away from the human form or closer to it. This fluctuation defines the need for further exploration of the body's ability to communicate and produce form that can further define artistic expression.

This course will explore the body as a landscape for appropriation. Students will look at the different techniques involved in using the human form as object and subject of their creative output. Students are to identify the human forms' innate ability to be abstracted and appropriated for self-expression. Students will explore the body in different mediums and processes from traditional to contemporary. There will be a focus on the connections that can be made between the generation of form, the creative process and the body as a performative object.

VART 2156 Interactive Art (3,4,0)
Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses
Contemporary artists have been experimenting with the use of technology to enable and orchestrate the participation of the audience. Unfortunately, common studies of interactivity are often focused on the technical implementation rather from the critical and aesthetic viewpoints.

This course introduces the foundation concepts and skills of interactivity employed in contemporary art and design. It aims to go beyond the traditional discussion of interactive media from either the media studies approach or the cognitive aspect of the human computer interaction (HCI) direction. Within the current social and technological context, it provides a broader investigation from the participatory and the performative nature of interaction with the focus of the human body as the main site of interaction.

Students in the course learn to create simple audio-visual musical instruments that the artists and audience can perform together. They also build game-like environments or devices that participants can explore through their bodily interaction. Within this context the focus of the course lies more on the interaction process and experience rather than on the interface design.

This course provides a broad coverage of the use of interactivity in different areas of contemporary art and design. Historical reference will be drawn from a variety of sources such as literature, theatre, information technology, social science, and architecture. The course will teach the use of the simple graphical programming environment Pure Data that the students can use to experiment with interactive media content, without going through a steep learning curve of mastering traditional text based programming.

VART 2215 Typography (3,4,0)
Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses
Typography means selection, scaling and organizing letters on a blank page or screen. It is one of the graphic designer's most basic challenges. Typography is the tool to communicate any kind of content. Based on the students' prerequisite knowledge and experience in design, they will further broaden their understanding of micro and macro typography, developing and using grids in typography, preparing data for the print process and using the PDF-format for publishing content online. Additionally, through lectures, plus research and practice students will strengthen their expertise in design history, and study the work of prominent designers in the field of graphic design.

Typography addresses issues that are useful for all disciplines of Visual Arts—ranging from design practices to fine arts. However, its principles are especially useful for Information Aesthetics, Book Design and Exhibition Design.

VART 2217 Illustration (3,4,0)
Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses
Illustration is a fundament subject in visual arts that provides basic training in observation, integration and expression. Apart from the formal functions such as giving information and commentary, narration and persuasion, it allows artist to establish their own artistic identity through manipulation of image and text in an expressive way.

This course aims to let students purely focus on the image-making process. They are encouraged to experiment with different tools and materials before they invent their new approach to create image. The use of non-traditional tools could enhance their problem-solving skills since they will have to work with the limitations of the tools. During the process, they will need to explore and examine the specificity of the tools or medium in use. Such experience will help them to make decision and develop their own strategy during the creative process in the future.

Areas covered in the course will be: Digital illustration, hand-made graphics, tactile illustration, graffiti and other non-traditional image-making methods such as paper cut-out, collage and stitching. Although the majority of the course is skill-based training, the design assignment also requires students to learn how to articulate ideas and integrate different skills into a well-planned creative strategy.

VART 2226 Design for Hypermedia (3,4,0)
Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses
The Internet has become an important—if not the most important—channel of our media-based communication, and it makes good sense for designers and artists to have the creative and also technical skills to develop concepts for the hypermedia. The World Wide Web is a classic and popular example of hypermedia. Accordingly the purpose of this course is to give an introduction to the Internet as an artistic medium and provide a foundation of historical, cultural and technical knowledge related to Internet art. The core of the course will be developing students' own artistic