

students will develop a sense of scale, and will have an enhanced sensitivity in relating their work to the environment. They will also practise thinking in 3D.

VART 2255 Design Thinking (3,4,0)

Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses

Design Thinking is an alternative action-based approach to traditional problem-solving. Put simply, it's a methodology that uses the designer's sensibility and skills to match people's needs with aesthetic, socio-cultural, economic, and technological issues for the purpose of creating a coherent guest/customer/user experience.

The process is broken down into a set of steps: (1) Understanding the problem at hand through first hand experience; (2) Researching the history of the issue including previous attempts to solve it; (3) Defining the root cause of the issue; (4) Ideating possible solutions to the problem at hand without criticism or inhibition; (5) Prototyping potential solutions to investigate the validity of ideas generated during the ideation phase; and finally (6) Testing prototypes in a repetitive fashion to determine which aspects of the design are effective and which could still be improved.

While Design Thinking is a formal methodology it is by nature based on practically and creatively exploring solutions by design. It aims at understanding people, gaining insights that can be leveraged, and experimenting your way to a solution that could be a product, a service, or an experience.

VART 2257 Prototyping (3,4,0)

Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses

A prototype is an early sample, model, or release of an artefact built to test a concept or process or to act as a thing to be replicated or learned from. 'Prototyping' refers to a group of analogue and digital techniques that allow the fabrication of such scale model.

Computers and digital technology allow us to work within a virtual space. Three-dimensional software allows us to play with form and space without dealing with the consequences or natural properties of the actual form in an actual space. The visual artist may explore and expand their creative practice into this virtual world and by harnessing its advantages create new forms and new spaces.

This course will introduce students to a variety of prototyping techniques, starting from the traditional analogue to contemporary digital practices. Students will initially learn to build basic models from materials such as cardboard, wood and acrylic. After this they will be exposed to basic 3D software to create suitable models for production, and then learn how to produce their initially virtual ideas via computer-controlled machinery.

This course is project based and will focus on technical demonstration and a continuous studio practice to inspire in the students the abilities to think fluidly about how ideas can be filtered through prototyping. They will then take on more complex projects based on their ability to use the software. This course is designed to show what the prototyping may do to extend the students' creativity into alternative mediums and processes. The core objective of this course is to give students an ability to play with such techniques so as to expand their creative output in whatever creative area they may choose to practice in later.

VART 2305 Art in the 20th Century I (3,3,0)

Prerequisite: VART 1306 Art and its Histories II

As visual artists, how we think, and how we understand the world around us, both affects and influences our creativity and the works we create. The art of the 20th century exemplifies this interplay between art, artist and society, marking a point of distinct artistic difference with the past and highlighting Modernity throughout culture and society. The responses to Modernity have incorporated new forms and expressions of visual art and developed a range of radical theories, attempting to define and contextualise the visual arts in a century of unprecedented global change.

Using the themes of Modernity as a platform—for example, revolution, gender, industrial advance—we will examine the shaping of visual art of the 20th century. Considering the relationships and affinities between varieties of media, and investigating the theories and language of visual art, we will learn to understand contextually and visually the often ambiguous terms of "Modern", "Modernity" and "Modernism".

This is a year course intended to offer the student a greater depth of understanding of issues, approaches and methodologies of art history and the interplay between visual art, the creative process and the influence of the political, cultural, economic and anthropological arenas of life.

VART 2306 Art in the 20th Century II (3,3,0)

Prerequisite: VART 2305 Art in the 20th Century I

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VART 2315 Writing in Art and Culture (3,3,0)

Prerequisite: VART 1006 Visual Arts Practice II or any GDCV courses offered by AVA or any Visual Arts courses

Writing on and about visual art is an essential element of artistic practice and has a multitude of uses from artist's statements to exhibition, critical analysis and academic discourse. How the artist uses words to analyse and describe works, becomes a necessary component in the dissemination and communication of the creative. The writing of the visual explores the essence of communication and the positions and perspectives of artists and art writers. Art writing further provides primary sources to explore the changing role of the writing about art, from manifesto and critic to intention and reception.

This course will improve students' individual research, critical analysis and written skills, in order to effectively express ideas for their own practice, and in interpreting and understanding writings about art.

The course will examine fundamental skills of research practice, methods and methodology for practicing artists and academic writing on art. Revealing the relationship between art, creativity and language, as a methodology that can enhance communication and critical engagement with art theory and art historical writings. It will also assess writings on modern and contemporary visual arts practices by looking at how key texts from the past have informed present discourses on art.

We will examine a number of artists' writings through selected examples of primary source materials; notes, correspondence, manifestos, and other printed matter, by those who work between art and also writing about art.

VART 3005 Visual Arts Internship (SMA) (3,*,*)

VART 3006 Visual Arts Internship (CD) (3,*,*)

VART 3007 Visual Arts Internship (VAS) (3,*,*)

Prerequisite: Completion of minimum four Visual Arts level II courses