

## OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

<b>Course Code and Number:</b> VA 119		<b>Number of Credits:</b> 3 <a href="#">Course credit policy (105)</a>																	
<b>Course Full Title:</b> Intro Studio III: Digital Multi-Tool <b>Course Short Title (if title exceeds 30 characters):</b>																			
<b>Faculty:</b> Faculty of Humanities		<b>Department (or program if no department):</b> Visual Arts																	
<b>Calendar Description:</b> <p>This foundation course provides students with the skills to use readily accessible equipment and software tools for creative art projects. Digital imaging, audio-visual media, as well as techniques for personal documentation and archiving are explored.</p>																			
<b>Prerequisites (or NONE):</b>		None.																	
<b>Corequisites (if applicable, or NONE):</b>																			
<b>Pre/corequisites (if applicable, or NONE):</b>																			
<b>Equivalent Courses (cannot be taken for additional credit)</b> Former course code/number: Cross-listed with: Equivalent course(s): <i>Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.</i>		<b>Transfer Credit</b> Transfer credit already exists: <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No Transfer credit requested (OReg to submit to BCCAT): <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: <input type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see <a href="http://bctransferguide.ca">bctransferguide.ca</a> .																	
<b>Total Hours: 60</b> <b>Typical structure of instructional hours:</b> <table border="1"> <tr> <td>Lecture hours</td> <td>16</td> </tr> <tr> <td>Seminars/tutorials/workshops</td> <td>16</td> </tr> <tr> <td>Laboratory hours</td> <td>20</td> </tr> <tr> <td>Field experience hours</td> <td></td> </tr> <tr> <td>Experiential (practicum, internship, etc.)</td> <td></td> </tr> <tr> <td>Online learning activities</td> <td></td> </tr> <tr> <td>Other contact hours: Student directed learning</td> <td>8</td> </tr> <tr> <td><b>Total</b></td> <td><b>60</b></td> </tr> </table>		Lecture hours	16	Seminars/tutorials/workshops	16	Laboratory hours	20	Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours: Student directed learning	8	<b>Total</b>	<b>60</b>	<b>Special Topics</b> Will the course be offered with different topics? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If yes, different lettered courses may be taken for credit: <input type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit <i>Note: The specific topic will be recorded when offered.</i>	
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		<b>Maximum enrolment (for information only):</b> 24 <b>Expected frequency of course offerings (every semester, annually, every other year, etc.):</b> Annually																	
<b>Department / Program Head or Director:</b> Shelley Stefan		<b>Date approved:</b> June 15, 2017																	
<b>Faculty Council approval</b>		<b>Date approved:</b> October 15, 2017																	
<b>Campus-Wide Consultation (CWC)</b>		<b>Date of posting:</b> November 17, 2017																	
<b>Dean/Associate VP:</b> Jacqueline Nolte		<b>Date approved:</b> October 15, 2017																	
<b>Undergraduate Education Committee (UEC) approval</b>		<b>Date of meeting:</b> December 15, 2017																	

**Learning Outcomes**

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

1. Make media based art, from conception to realization, using creative problem-solving skills in relation to course projects.
2. Use audio-visual recording equipment to initiate the production of media based artworks.
3. Apply software techniques for still image and audio-video art production.
4. Demonstrate effective judgments and intentions involved in creating coherent artwork using digital multi tools.
5. Analyze various contemporary artists and artworks utilizing digital multi tools.
6. Identify brief introductory histories in the development of media based practices across visual art disciplines.
7. Use audio-visual recording equipment to document their own extended practices in the visual arts
8. Use digital media tools competently

**Prior Learning Assessment and Recognition (PLAR)**

☒ Yes ☐ No, PLAR cannot be awarded for this course because

**Typical Instructional Methods (guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion)**

Course content will be explored through studio projects, lectures, presentations, technical quizzes, & class critiques.

**Grading system:** Letter Grades: ☒ Credit/No Credit: ☐ Labs to be scheduled independent of lecture hours: Yes ☐ No ☐

**NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.**

**Typical Text(s) and Resource Materials (if more space is required, download Supplemental Texts and Resource Materials form)**

Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1. Augaitis, Diana (Ed.)	MashUp: The Birth of Modern Culture	<input type="checkbox"/>	Black Dog	2016
2. Chavez, Conrad & Faulkner, Andrew	Adobe Photoshop CC Classroom in a Book	<input type="checkbox"/>	Adobe Press	2015
3. Evans, John & Straub, Katrin	Adobe Photoshop Lightroom CC Classroom in a Book	<input type="checkbox"/>	Adobe Press	2015
4. Miller, Aaron & Pogue, David	iMovie: The Missing Manual,	<input type="checkbox"/>	O'Reilly Media	2014
5.		<input type="checkbox"/>		

**Required Additional Supplies and Materials (software, hardware, tools, specialized clothing, etc.)**

Students will need their own USB memory or external hard drive and earphones/headphones. Having their camera or other device to digitally record photo, video, and audio, is also an asset.

**Typical Evaluation Methods and Weighting**

Final exam:	%	Assignments:	70%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	15%	Lab work:	%	Field experience:	%	Shop work:	%
Presentation:	10%	Attendance:	5%	Other:	%	Total:	100%

**Details (if necessary):****Typical Course Content and Topics****Module 1 (4 weeks):**

- introduction to digital camera systems, camera controls, and digital imaging basics
- computer based workflow for digital image files
- image editing techniques using software
- digital imaging technical projects, creative project, and class critique

**Module 2 (3-4 weeks):**

- introduction to audio recording equipment, audio capture basics
- computer based workflow for audio files
- audio editing and multi-tracking strategies using software
- digital audio and sound technical project, creative project, and class critique

**Module 3 (5 weeks):**

- introduction to video recording equipment, and video capture basics
- computer based workflow for video files
- file management and compression handling strategies
- video editing practices using software
- digital video technical project, creative project, and final class critique