

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

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

Course Code and Number: VA 231		Number of Credits: 3 Course credit policy (105)																	
Course Full Title: Sculpture and Extended Media I																			
Course Short Title (if title exceeds 30 characters):																			
Faculty: Faculty of Humanities		Department (or program if no department): Visual Arts																	
Calendar Description: <p>This overview of 3-dimensional work begins with the physical world of objects and materials, and explores principles and elements of design in a series of studio projects. A range of traditional skill-based processes, diverse media, and contemporary interdisciplinary practices inform the exploration of ideas and materials.</p> <p>Note: Students with credit for VA 131 cannot take this course for further credit.</p>																			
Prerequisites (or NONE):		None. One of VA 113, 115, or 116 is recommended.																	
Corequisites (if applicable, or NONE):																			
Pre/corequisites (if applicable, or NONE):																			
Equivalent Courses (cannot be taken for additional credit) Former course code/number: FA 131, VA 131 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>		Transfer Credit Transfer credit already exists: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No Transfer credit requested (OREg to submit to BCCAT): <input type="checkbox"/> Yes <input type="checkbox"/> No (if yes, fill in transfer credit form) Resubmit revised outline for articulation: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see bctransferguide.ca .																	
Total Hours: 60 Typical structure of instructional hours: <table border="1"> <tr> <td>Lecture hours</td> <td></td> </tr> <tr> <td>Seminars/tutorials/workshops</td> <td>18</td> </tr> <tr> <td>Laboratory hours</td> <td>34</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>Total</td> <td>60</td> </tr> </table>		Lecture hours		Seminars/tutorials/workshops	18	Laboratory hours	34	Field experience hours		Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours: Student Directed Learning	8	Total	60	Special Topics 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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Total	60																		
		Maximum enrolment (for information only): 17 Expected frequency of course offerings (every semester, annually, every other year, etc.): annually																	
Department / Program Head or Director: Shelley Stefan		Date approved: November 25, 2016																	
Faculty Council approval		Date approved: December 2016																	
Campus-Wide Consultation (CWC)		Date of posting: January 27, 2017																	
Dean/Associate VP: Jacqueline Nolte		Date approved: December 2016																	
Undergraduate Education Committee (UEC) approval		Date of meeting: February 24, 2017																	

Learning Outcomes

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

1. use a range of media to demonstrate three-dimensional relationships
2. use safe production and technical skills in a broader studio practice
3. communicate a conceptual and technical understanding for both sculpture and time-based media
4. integrate interdisciplinary art making with traditional sculpture skills
5. articulate the diverse conceptual possibilities in contemporary art theory and practice

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)

Within the context of a schedule of studio assignments, instruction is individual. Demonstrations, lectures, historical studies, and field trips complement sculpture-making projects and 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. Bukskirk, Martha	<i>The Contingent Object of Contemporary Art</i>	<input type="checkbox"/>	The MIT Press	2005
2. Hudek, Antony	<i>The Object</i>	<input type="checkbox"/>	The MIT Press	2014
3. Kelly, James	<i>The Sculptural Idea</i>	<input type="checkbox"/>	Waveland Press	2004
4. Krause, Rosalind	<i>Passages in Modern Sculpture</i>	<input type="checkbox"/>	The MIT Press	1981
5. Gane, N & Beer, D	<i>New Media: The Key Concepts</i>	<input type="checkbox"/>	Berg Publishers	2008

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

A supplies/materials list may include, but is not limited to, construction paper or chipboard, recycled and/or new woods, plaster and/or plaster gauze, found objects, assorted hardware, paints, etc.

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	90%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	%	Lab work:	%	Field experience:	%	Shop work:	%
Participation:	5%	Attendance:	5%	Other:	%	Total:	100%

Details (if necessary): Assignments are comprised of three projects as listed in Course Content.

Typical Course Content and Topics**Weeks 1-4:**

1. Course Introduction, review project guidelines, workbook and maquette requirements; introduce Studio Project #1
2. Lectures and visual presentation on elements of form and basic 3D design principles and interdisciplinary practices
3. Demonstrations on safe use of hand tools and basic joining methods
4. Studio work classes with instructor and studio technician support
5. Group critiques
6. Reading assignment
7. Writing assignment: artist statement/project analysis

Weeks 5-8:

1. Introduce Studio Project #2
2. Continued lectures and visual presentations on elements of form, design principles, interdisciplinary practices with time based emphasis
3. Ongoing demonstrations on the safe use of hand power tools with variety of materials (found and provided)
4. Studio work classes with instructor and studio technician's support.
5. Group Critiques
6. Writing assignment: artist statement/project analysis

Weeks 9-13:

1. Introduce Studio Project #3
2. Student Presentations on sculptors with multimedia and/or interdisciplinary, time based practices
3. Demonstrations on the safe use of stationary power tools and life casting techniques
4. Studio work classes with instructor and studio technician support
5. Group Critiques
6. Writing assignment: artist statement/project analysis