

ORIGINAL COURSE IMPLEMENTATION DATE: REVISED COURSE IMPLEMENTATION DATE: COURSE TO BE REVIEWED (six years after UEC approval): Course outline form version: 10/27/2017

May 2006 January 2019

June 2024

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

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

Course Code and Number: VA 272	N	lumber of Cro	edits: 3	Course credit policy (10	<u>5)</u>		
Course Full Title: Image, Sound, and Perfor	mance Art II						
Course Short Title: Image/Sound/Performar	nce Art II						
Faculty: Faculty of Humanities Choose an ite	em. D	Department (or program if no department): Visual Arts					
Calendar Description:							
This course builds on the principles and prace explore image, sound, and performance art p							
Prerequisites (or NONE):	VA 271.						
Corequisites (if applicable, or NONE):	NONE						
Pre/corequisites (if applicable, or NONE):	NONE						
Antirequisite Courses (Cannot be taken for additional credit.)				Special Topics			
Former course code/number: VA 172			This co	This course is offered with different topics:			
Cross-listed with:				\square No \square Yes (Double-click on box to select it as checked.)			
Dual-listed with:				If yes, different lettered courses may be taken for credit:			
Equivalent course(s):							
(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit			(The specific topic will be recorded when offered.)				
for the antirequisite course(s) cannot take this course for further credit.)				Transfer Credit			
Typical Structure of Instructional Hours	60		-		See <u>bctransferguide.ca</u> .)		
Lecture hours	12	🗆 No 🖾 Yes					
Seminars/tutorials/workshops	12	Submit	Submit revised outline for rearticulation:				
Laboratory hours	36	□ No					
Experiential (field experience, practicum, int		Gradin	Grading System				
Supervised online activities		🖾 Letter Grades 🛛 Credit/No Credit					
Other contact hours:			Expect	ed Frequency of Cours	e Offerings:		
	Total hours	60	Annual		e onenings.		
Labs to be scheduled independent of lecture	hours: 🗌 No	🗌 Yes	(Every	semester, Fall only, annu	ally, every other Fall, etc.)		
Department / Program Head or Director: Shelley Stefan				Date approved:	March 2018		
Faculty Council approval				Date approved:	April 6, 2018		
Dean/Associate VP: Jacqueline Nolte				Date approved:	April 6, 2018		
Campus-Wide Consultation (CWC)				Date of posting:	May 11, 2018		
Undergraduate Education Committee (UEC) approval				Date of meeting:	June 15, 2018		

Learning Outcomes:

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

- 1. Create proficient examples of image, sound, and performance art practices
- 2. Implement intermediate technical skills related to image, sound, and performance art practices
- 3. Apply analysis and interpretation of image, sound, and performance art in historical and contemporary contexts
- 4. Clearly articulate their own ideas and processes in group and individual critiques
- 5. Further develop skills of self-reflexivity in relation to reception, audience, and spectatorship

Prior Learning Assessment and Recognition (PLAR)

Yes INO, PLAR cannot be awarded for this course because

Portfolio assessment & Interview(s)

Typical Instructional Methods (Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.) Course content is explored through lectures, student presentations, individual projects, technical demonstrations, class critiques, and discussions.

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

	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1.	Jones, A.	Body Art: Performing the Subject		Univ. of Minnesota	1998
2.	Lovejoy, M.	Digital Currents: Art in the Electronic Age		Routledge	2004
3.					
4.					
5.					

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

Supplies are based on students' projects in consultation with the instructor.

Typical Evaluation Methods and Weighting

Final exam: %	%	Assignments:	90%	Field experience:	%	Portfolio:	%
Midterm exam: %	%	Project:		Practicum:	%	Attendance/Participation:	10%
Quizzes/tests: %	%	Lab work:	%	Shop work:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Week 1: Course outline review, intro to projects

Week 2: Technical demos, artist examples

Week 3: Work period

- Week 4: Critique of project #1
- Week 5: Intro to project #2, artist examples
- Week 6: Technical demos
- Week 7: Work period
- Week 8: Critique of project #2
- Week 9: Intro to project #3, artist examples
- Week 10: Technical demos
- Week 11: Work period
- Week 12: Field trip
- Week 13: Critique of project #3