UNIVERSITY COLLEGE of the FRASER VALLEY

PAC FORM #2

COURSE IMPLEMENTATION DATE:[September 1995]
COURSE REVISED IMPLEMENTATION DATE:[September 2002]
COURSE TO BE REVIEWED DATE:[September 2006]
(Four years after implementation date)

OFFICIAL COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.

Shaded headings are subject to change at the discretion of the department and material will vary - see course syllabus available from instructor

FACULTY/DEPARTMENT: VISUAL ARTS

VA 171	FA 171	3
COURSE NAME/NUMBER	FORMER COURSE NUMBER	UCFV CREDITS

INTERDISCIPLINARY MEDIA I
COURSE DESCRIPTIVE TITLE

CALENDAR DESCRIPTION: This course introduces students to analog video and audio production, performance, and time-based installation as they relate to visual art practice. These media often share common histories and interrelated studio practices. This course is designed to encourage interdisciplinary work. Course content is explored through student presentations, reading assignments, individual and collaborative projects, visual presentations of time-based work, and class critiques and discussions The objective of this course is to provide students with hands-on production experience while familiarizing them with the various visual and textual discourses that surround these disciplines Students begin to develop technical and conceptual skills for production and critical engagement.

PREREQUISITES: None

COREQUISITES: None

SYNONYMOUS COURSE(S)
(a) Replaces: FA 141 *(Course #)*
(b) Cannot take N/A for further credit *(Course #)*

SERVICE COURSE TO:
(Department / Program)
(Department / Program)

TOTAL HOURS PER TERM: 60

STRUCTURE OF HOURS:

Lectures:		hrs
Seminar/ Studio:	52	hrs
Laboratory:		hrs
Field Experience:	8	hrs
Student Directed Learning:		hrs
Other (Specify):		hrs

TRAINING DAY-BASED INSTRUCTION
LENGTH OF COURSE:
HOURS PER DAY:

MAXIMUM ENROLMENT: 17

EXPECTED FREQUENCY OF COURSE OFFERING: Fall term (annually)

WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only) **YES** **NO** X

WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department) **YES** **NO**

TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE: **YES** X **NO**

AUTHORIZATION SIGNATURES:

Course designer(s): Toni Latour
Chairperson: *(Curriculum Committee)*
Department Head: Don Murray
Dean: Virginia B. Cooke
PAC Approval in Principle Date:
PAC Final Approval Date: December 14, 2001

VA 171

COURSE NAME / NUMBER

LEARNING OBJECTIVES / GOALS / OUTCOMES/ LEARNING OUTCOMES:

To introduce the student to traditional and contemporary media and the foundation of conceptual and technical understanding for both art and art-making. The student will gain an appreciation for the diverse possibilities within art production, and a body of studio skills for further studies. In addition, the student will be expected to demonstrate an awareness of contemporary art theory and practice.

METHODS:

In this studio-based course, students will learn technical applications of contemporary and traditional art production through practical exercises, demonstrations, and individual/group projects and critiques.

PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

Credit can be awarded for this course through PLAR YES X NO

METHODS OF OBTAINING PLAR:

Portfolio assessment.

TEXTBOOKS, REFERENCES, MATERIALS:

There will be no specific textbook assigned, but students will be referred to readings that will resemble the following:

Articles drawn from periodicals such as "Artforum", "C", "October", "Parachute", "Art in America", "Spin", etc.

SUPPLIES / MATERIALS:

STUDENT EVALUATION:

Completed projects	70%
Studio time and work habits	10%
Term portfolio	10%
Participation/enthusiasm	10%

COURSE CONTENT:

The focus of term work is the production of a series of short art-making projects in a variety of media. These projects have technical skill acquisition as a primary objective. The range of techniques investigated will vary and relate to both evolving artistic and general career interests. Media investigated will relate to the course objectives, e.g., woodworking, industrial design, mechanized art and electronics, art and text, time-based art such as video, audio, performance, computer, digital media, etc.

As the term progresses, students will be expected to investigate media as it relates to and expresses evolution in personal interests and capabilities in the area.