UNIVERSITY OF THE FRASER VALLEY

ORIGINAL COURSE IMPLEMENTATION DATE: May 2006
REVISED COURSE IMPLEMENTATION DATE: January 2019
COURSE TO BE REVIEWED (six years after UEC approval)**:** June 2024
Course outline form version: 10/27/2017

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

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

Course Code and Number: VA 271	**Number of Credits:** 3 Course credit policy (105)
Course Full Title: Image, Sound, and Performance Art I **Course Short Title:** Image/Sound/Performance Art I	
Faculty: Faculty of Humanities Choose an item.	**Department (or program if no department):** Visual Arts

Calendar Description:

Students create image, sound, and performance art projects. Students focus on technical and conceptual skills while developing critical approaches to extended media art practices.

Prerequisites (or NONE):	None.
Corequisites (if applicable, or NONE):	NONE
Pre/corequisites (if applicable, or NONE):	NONE

Antirequisite Courses *(Cannot be taken for additional credit.)*
Former course code/number: **VA 171**
Cross-listed with:
Dual-listed with:
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 for the antirequisite course(s) cannot take this course for further credit.)

Typical Structure of Instructional Hours

Lecture hours	12
Seminars/Tutorials/workshops	12
Laboratory hours	36
Experiential (field experience, practicum, internship, etc.)	
Supervised online activities	
Other contact hours:	
Total hours	**60**

Labs to be scheduled independent of lecture hours: ☒ No ☐ Yes

Special Topics
This course is offered with different topics:
☒ No ☐ Yes *(Double-click on box to select it as checked.)*
If yes, different lettered courses may be taken for credit:
☐ No ☐ Yes, repeat(s) ☐ Yes, no limit
(The specific topic will be recorded when offered.)

Transfer Credit
Transfer credit already exists: *(See **bctransferguide.ca**.)*
☐ No ☒ Yes
Submit revised outline for rearticulation:
☐ No ☒ Yes *(If yes, fill in transfer credit form.)*

Grading System
☒ Letter Grades ☐ Credit/No Credit

Expected Frequency of Course Offerings:
Annually
(Every semester, Fall only, annually, 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 examples of image, sound, and performance art practices
2. Describe various visual discourses that relate to image, sound, and performance art practices
3. Discuss examples of image, sound, and performance art, in historical and contemporary contexts
4. Verbally articulate their own ideas and processes in group and individual critiques
5. Apply self-reflexivity in relation to reception, audience, and spectatorship

Prior Learning Assessment and Recognition (PLAR)

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

Typical Instructional Methods

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.

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.	Nicholas Gane & David Beer	New Media: The Key Concepts.	☐	Berg	2008
2.	Jones, A.	Body Art: Performing the Subject	☐	Univ. of Minnesota	1998
3.	Lovejoy, M.	Digital Currents: Art in the Electronic Age	☐	Routledge	2004
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

Course content is explored through student presentations, reading assignments, individual projects, visual presentations of time-based work, technical demonstrations, class critiques and discussions. Course content varies by instructor. An example of course content might be:

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