



MCAST

MQF/EQF Level 4

CA4-05-21

Advanced Diploma in Art & Design

Course Specification

Course Description

This course presents learners with challenging exercises in Art and Design. Students undertake guided and independent learning in order to develop further their skills and creativity. Learners will be expected to develop a portfolio of work for progression or for potential employment. In the second year learners focus on a specialist path to enhance their technical skills and in preparation to progress to higher levels of study or find employment. Special attention is given to visual and written communication in preparation to self-promotion in the industry or for Higher Education.

Programme Learning Outcomes

At the end of the programme the learner will be able to:

- 1. Develop creative skills through experimentation and exploration of different workshop tools, media and techniques.*
- 2. Develop technical skills in a range of art and design media and methods.*
- 3. Demonstrate artistic abilities using multiple techniques.*
- 4. Understand the relationship between contemporary practice and historical, cultural, environmental and social influences.*

Entry Requirements

MCAST Diploma in Art and Design

OR

Any MCAST Level 3 Diploma, whilst being in possession of the compulsory subject as indicated hereunder

OR

4 SEC/O-Level/SSC&P (Level 3) passes

Compulsory: Art or Art and Design or Textiles and Design or Design and Technology or Fashion and Textiles

Other Entry Requirements

Applicants may be asked to sit for an Interview and/or present a Portfolio

Key Information

Awarding Body - MCAST

Accreditation Status - Accredited via MCAST's Self Accreditation Process (MCAST holds Self-Accrediting Status as per 1st schedule of Legal Notice 296/2012)

Type of Programme: Qualification

MQF Level	Examples of Qualifications	'Qualification' Minimum Credits Required	'Award' Credits Required
Level 8	Doctoral Degree Third Cycle Bologna Process	NA	NA
Level 7	Masters	90-120	Less than 30
	Second Cycle Bologna Process	60	
	Post-Graduate Diploma Post-Graduate Certificate	30	
Level 6	Bachelor ²³ /Bachelor (Hons.) ²⁴ First Cycle Bologna Process	180-240	Less than 180
Level 5	Short Cycle Qualification	120	Less than 60
	Undergraduate Higher Diploma	90	
	Undergraduate Diploma	60	
	Undergraduate Certificate	30	
	VET Level 5 Programme ²⁵	60-120	
Level 4	Pre-Tertiary Certificate	30	Less than 120
	VET Level 4 Programme ²⁶	120	
	MATSEC Certificate	NA	
Level 3	VET Level 3 Programme ²⁷	60	Less than 60
	General and Subject Certificate	NA	
Level 2	VET Level 2 Programme ²⁸	60	Less than 60
	General and Subject Certificate	NA	
Level 1	VET Level 1 Programme ²⁹	40	Less than 40
	General and Subject Certificate	NA	
Introductory Level A	Preparatory Programme	30	Less than 30
Introductory Level B	Pre-entry Basic Skills Course	30	Less than 30

Table 1: Minimum number of credits for 'Qualifications' and parameters for 'Awards'

Fig.1: p56, Ministry for Education and Employment & National Commission for Further and Higher Education Malta (2016). *Referencing Report, 4th Edition*. NCFHE.

Total number of Hours: 3000

Mode of attendance: Full Time

Duration: 2 Years

Target audience for MCAST full-time courses is 16 to 65+

The official language of instruction at MCAST is English. All notes and textbooks are in English (except for language courses which will be in the respective language being instructed). International candidates will be requested to meet English language certification requirements for access to the course.

This course will be offered at

MCAST has four campuses as follows:

MCAST Main Campus

Triq Kordin, Paola, Malta

All courses except for the Institute for the Creative Arts, Centre of Agriculture, Aquatics and Animal Sciences are offered here.

Institute for the Creative Arts

Mosta Campus

Misraħ Għonoq Targa Gap,

Mosta

Institute of Applied Sciences,

Centre of Agriculture, Aquatics and Animal Sciences,

Luqa Road, Qormi

Gozo Campus

J.F. De Chambray Street

MCAST, Għajnsielem

Gozo

Teaching, Learning and Assessment

The programmes offered are vocational in nature and entail both theoretical lectures delivered in classes as well as practical elements that are delivered in laboratories, workshops, salons, simulators as the module requirements dictate.

Each module or unit entails a number of in person and/or online contact learning hours that are delivered by the lecturer or tutor directly (See also section 'Total Learning Hours').

Access to all resources is provided to all registered students. These include study resources in paper or electronic format through the Library and Resource Centre as well as tools, software, equipment and machinery that are provided by the respective institutes depending on the requirements of the course or module.

Students may however be required to provide consumable material for use during practical sessions and projects unless these are explicitly provided by the College.

All Units of study are assessed throughout the academic year through continuous assessment using a variety of assessment tools. Coursework tasks are exclusively based on the Learning Outcomes and Grading Criteria as prescribed in the course specification. The Learning Outcomes and Grading Criteria are communicated to the Student via the coursework documentation.

The method of assessment shall reflect the Level, credit points (ECTS) and the schedule of time-tabled/non-timetabled hours of learning of each study unit. A variety of assessment instruments, not solely Time Constrained Assignments/Exams, are used to gather and interpret evidence of Student competence toward pre-established grading criteria that are aligned to the learning outcomes of each unit of the programme of study.

Grading criteria are assessed through a number of tasks, each task being assigned a number of marks. The number of grading criteria is included in the respective Programme Specification.

The distribution of marks and assessment mode depends on the nature and objectives of the unit in question.

Coursework shall normally be completed during the semester in which the Unit is delivered.

Time-constrained assignments may be held between 8 am and 8 pm during the delivery period of a Unit, or at the end of the semester in which the Unit is completed. The dates are notified and published on the Institute notice boards or through other means of communication.

Certain circumstances (such as but not limited to the Covid 19 pandemic) may lead Institutes and Centres to hold teaching and assessment remotely (online) as per MCAST

QA Policy and Standard for Online Teaching, Learning and Assessment (Doc 020) available via link <https://www.mcast.edu.mt/college-documents/>

The Programme Regulations referenced below apply. (DOC 004* available at: link <https://www.mcast.edu.mt/college-documents/>

Total Learning Hours

The total learning hours required for each unit or module are determined as follows:

Credits (ECTS)	Indicative contact hours	Total Student workload (hrs)	Self-Learning and Assessment Hours
1	5 - 10 hrs	25 hrs	20-15 hrs*
2	10 - 20 hrs	50 hrs	40-30 hrs*
3	15 - 30 hrs	75 hrs	60-45 hrs*
4	20 - 40 hrs	100 hrs	80-60 hrs*
6	30 - 60 hrs	150 Hrs	120-90 hrs*
9	45 - 90 hrs	225 hrs	180-135 hrs*
12	60 - 120 hrs	300 hrs	240-180 hrs*

* The 'Self-Learning and Assessment Hours' amount to the difference between the contact hours and total student workload.

Grading system

All MCAST programmes adopt a learner centred approach through the focus on Learning Outcomes. The assessment of MCAST programmes is criterion-referenced and thus assessors are required to assess learners' evidence against a pre-determined set of Learning Outcomes and assessment criteria.

For a student to be deemed to have successfully passed a unit, a minimum of 50% (grade D) must be achieved. In case of part time programmes, the student must achieve a minimum of 45% to successfully pass the unit.

All units are individually graded as follows:

A* (90-100)

A (80-89)

B (70-79)

C (60-69)

D (50-59)

Unsatisfactory work is graded as 'U'.

Work-based learning units are graded on a Pass/Fail basis only.

Detailed information regarding the grading system may be found in the following document: DOC 004* available at: link <https://www.mcast.edu.mt/college-documents/>

Intake Dates

- MCAST opens calls for application once a year between July and August of each year for prospective applicants residing in MALTA.
- Applications to full-time courses from international students not residing in MALTA are accepted between April and Mid-August.
- For exact dates re calls for applications please follow this link <https://www.mcast.edu.mt/online-applications-2/>

Course Fees

MCAST course are free for Maltese and EU candidates. International candidates coming from outside the EU need to pay fees for the respective course. Course fees are set on a per-level and course duration basis. For access to course fee structure and payment methods please visit <https://www.mcast.edu.mt/fee-payments-for-non-eu-candidates/>.

Method of Application

Applications to full-time courses are received online via the College Management Information System. Candidates can log in using Maltese Electronic ID (eID) or European eIDAS (electronic identification and trust services) to access the system directly and create an account as the identity is verified electronically via these secure services.

Non-EU candidates need to request account creation though an online form by providing proof of identification and basic data. Once the identity is verified and the account is created the candidate may proceed with the online application according to the same instructions applicable to all other candidates.

Non-EU candidates require a study visa in order to travel to Malta and joint the course applied for. For further information re study-visa please access <https://www.identitymalta.com/unit/central-visa-unit/>.

For access to instructions on how to apply online please visit <https://www.mcast.edu.mt/online-applications-2/>

Contact details for requesting further information about future learning opportunities:

MCAST Career Guidance

Tel: 2398 7135/6

Email: career.guidance@mcast.edu.mt

Current Approved Programme Structure

Unit Code	Unit Title	ECTS	Year	Semester
CAART-412-2000	Shop Class	12	Year 1	A
CAART-406-1626	Drawing from Observation	6	Year 1	A
CAART-406-1704	Shop Class Specialisation	6	Year 1	B
CAPRJ-406-1701	Major Project 1	6	Year 1	B
CAART-406-1608	Drawing and Illustration	6	Year 1	B
CAART-412-1701	Graphical Communication	12	Year 1	YEAR
CDKSK-406-2001	English	6	Year 1	YEAR
CDKSK-406-1705	Science for Arts	6	Year 1	YEAR
CAART-406-1628	Painting in Fine Art	6	Year 2	A
CAART-406-1612	Computer Applications in 3D Design*	6	Year 2	A
CAART-406-1629	Sculpture*	6	Year 2	A
CDKSK-404-1915	Employability and Entrepreneurial Skills	4	Year 2	A
CAWBL-406-1605	Placement in the Creative Arts	6	Year 2	B
CAVIS-406-1701	Graphical and Visual Communication	6	Year 2	B
CAART-406-1610	Digital Media Applications	6	Year 2	B
CDKSK-402-2104	Community Social Responsibility	2	Year 2	B
CAART-412-1605	Contextual Studies	12	Year 2	YEAR
CAPRJ-412-2001	Major Project 2	12	Year 2	YEAR
Total ECTS		120		

*Electives (student chooses Computer Applications or Sculpture in year 2)

CAART-412-2000: Shop Class

Unit level (MQF/EQF): 4

Credits: 12

Delivery Mode: Face to Face

Total Learning Hours: 300

Unit Description

This unit caters for design workshop practice (*wood workshop, metal workshop, textiles workshop and jewellery workshop*) and art studio practice (*print making studio, ceramics workshop and the painting studio*). Art and design learners need to explore, investigate and experiment various art and design processes, materials and techniques in order to be able to develop their ideas and produce a creative outcome.

Learners are given an intensive and unique experience to work in various specialised workshops and studios. While exploring, investigating and experimenting with different processes in art and design, materials and techniques, learners will develop an individual creative practice and a personal visual language. Learners are encouraged to investigate the work produced by established artists and designers to notice the characteristics of materials and techniques employed. This unit also highlights the importance of health and safety issues dealt with in a specialised art and design workshop.

Ultimately, learners need to show a clear understanding of the different properties and characteristics the different materials and techniques used.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Explain the Rules and Health & Safety Regulations for specific workshops/studios.*
2. *Explain the function of various tools, equipment, machinery, materials and techniques used in specific workshops/studios.*
3. *Use different materials, techniques and processes to explore individual skills.*
4. *Produce test pieces or prototypes through the use of different materials, techniques and processes to satisfy a given brief.*

CAART-406-1608: Drawing and Illustration

Unit level (MQF/EQF): 4

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

The unit has a practical outcome and may be linked to work experience (community art) or simulation. It is intended to allow the learner to research, develop and apply drawing and illustration techniques through project based activity. The unit requires learners to meet the requirements of a brief which is either centre designed or adapted from commercial or competition briefs.

Through this work, learners will; a) explore historical and contemporary practice in drawing and illustration pertinent to their specialism, b) undertake experimental and visually stimulating development of creative concepts to produce a finished drawing/illustration through the use of selected media and c) present a self-evaluation of their completed project activity and learning experience.

The unit also provides the opportunity for learners to submit the product of their learning activity to open competitions (where appropriate) or integrate this learning opportunity into live/simulated live project, Life-case. Through the evaluative conclusion to the unit, learners will also benefit from peer to peer learning. It is intended that this learning experience may be undertaken by a range of creative art and design disciplines; for example, traditional/digital/mixed-media, technical/commercial/expressive, design/fine art.

Learning Outcomes

On completion of this unit the student will be able to

- 1. Collect and annotate visual research in response to a selected or given project brief.*
- 2. Develop a range of concepts for a finished drawing/illustration in response to the project brief.*
- 3. Produce a finished drawing/illustration through the competent use of selected media.*
- 4. Present an evaluation of the completed drawing /illustration activity to tutor/peers.*

CAART-412-1701: Graphical Communication

Unit level (MQF/EQF): 4

Credits: 12

Delivery Mode: Face to Face

Total Learning Hours: 300

Unit Description

This unit aims to introduce the basics of industry standard visual communication methods and subsequently help students to represent own design ideas in a more professional manner.

On completion of this unit, the student will be able to communicate basic technical and artistic information and graphically represent ideas in a rational and organised manner.

Participants will learn to read and interpret three dimensional volumes through orthographic and axonometric drawings. They will also learn the basic principles of one and two-point perspective and apply such knowledge to improve their drawing skills.

Through this course the learner will use traditional mark making tools and techniques. The learner will also be introduced to drafting computer aided design (CAD) software. This aims to create a connection between the two practices i.e. Traditional and CAD and help students understand the link between them.

Learning Outcomes

On completion of this unit, the learner will be able to:

1. *Understand the basic use of graphical communication and learn how to produce plane geometrical drawings;*
2. *Apply orthographic projection methods to produce measured imagery;*
3. *Draw isometric projections to represent three dimensional forms;*
4. *Create perspective drawings to communicate design ideas.*

CAART-406-1626: Drawing from Observation

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

This is a skills based unit that will allow the learner to demonstrate the necessary skills and techniques to be able to produce drawings using a range of media by developing an understanding of the process and products of drawing that result in recording and representing what is observed. Learners will use observation skills and freehand drawing techniques to effectively capture the essence of what is being drawn through perceptive seeing and visual thinking.

The Unit is relevant to learners wishing to develop their ability to express and communicate through graphically represented observations, an awareness of the visual environment perceived through their eyes. The learner will develop a visual language illustrated through the exploration of a variety of mixed media techniques, as well as a drawing proficiency that demonstrates a knowledge and understanding of what is represented in a graphic form.

Learners will carry out mark making activities in preparation for the creation of analytical drawings. Exploration of simple forms and shapes will develop the learners' observation skills and ability to identify and translate what is seen to produce a freehand drawn image before tackling more complicated visual data.

Finally, learners should have the underpinning knowledge and understanding to effectively interpret and represent a scene or subject matter through the selection of appropriate media and a demonstration of drawing composition evidenced in line quality and handling of tonal values.

Learning Outcomes

On completion of this unit the student will be able to

1. *Analyse subject matter to select and compose visual elements;*
2. *Use a range of media and drawing techniques;*
3. *Produce finished freehand drawings based on observation;*
4. *Evaluate observational drawings and present a selection.*

CAART-406-1704: Shop Class Specialisation

Unit level (MQF/EQF): 4

Credits: 6

Delivery Mode: Face to Face

Total Learning Hours: 150

Unit Description

This unit succeeds two other units done during the first semester of the Level 4 Art and Design programme. Following these two units, Art and Design students would have explored, investigated and experimented with various art and design processes, materials and techniques in order to be able to develop their ideas and produce a creative outcome.

This Unit will give Art and Design students the opportunity to choose two workshops or two studios of specialisations with which they need to abide till the end of Level 4 Year 2. The two options need to be either from the design workshop practice, that is *wood workshop, metal workshop, textiles workshop or jewellery workshop*, or else two from the art studio practice, that is *print making studio, ceramics workshop, stone workshop or the painting studio*. The specialisation of two workshops would give the learners the chance to delve deeper into the exploration, investigation and experimentation of the different processes, materials and techniques of the chosen workshops/studios. They would be in a better position to develop individual creative outcomes, while showing a clear understanding of the different properties and characteristics maintained by the different materials and techniques used.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Demonstrate a clear understanding of the rules and Health & Safety regulations of the chosen workshop/studios while collaborating safely within the workshop/studio environment;*
2. *Use appropriately various processes, techniques, materials, tools, equipment and machinery being used in the workshops/ studios related to the area of specialisation;*
3. *Produce test pieces/ prototypes/ final works, making use of a range of skills through a creative problem-solving process, using different materials, techniques and processes;*
4. *Present a professional portfolio and documentation of works as a proof of an increasingly personalised expression, displaying advanced technical skills.*

CAPRJ-406-1701: Major Project 1

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

The major project unit offers an opportunity to students to identify personal preferences to be able to extend their subject knowledge in specialised areas within Art & Design. As a unit, it is offered in three different and consecutive semesters, as an essential component of the whole course at Level 4. At this level, students will have the possibility to further develop skills, knowledge and understanding in initiating, researching, developing and finalising and presenting three major Art or Design projects. These are referred to as: Major Project 1 (during level 4, first year), Major Project 2 and Major Project 3 (during level 4 second year, first and second semester).

As a specialising area, students are to choose two areas from either art or design workshops. The specialising areas are as follows: wood workshop, metal workshop, textiles workshop, jewelry workshop, printmaking studio, ceramics workshop, stone workshop and the painting studio.

Through the development of these three major projects, students are encouraged to take responsibility of their own learning by demonstrating their achievement. They will be doing this by proposing and realizing a project in each semester mentioned. These projects will be developed within their chosen area of specialization and should integrate contextual references, research, planning and organization, problem solving, presentation of the actual project and ultimately evaluation and reflection on the same developed and final work presented.

Learning Outcomes

On completion of this unit the learner will be able to:

- 1. Demonstrate the ability of developing and submitting an art or design project proposal;*
- 2. Use research and evaluation skills to organise and produce an art or design project plan;*
- 3. Produce the major project according to chosen specialised areas in art and design;*
- 4. Present a complete art or design project as an evaluative and reflective experience of developed work.*

CAART-406-1612: Computer Applications in 3D Design

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

This is a skills based unit which will provide the learner with an understanding of the fundamental workings of a 3D software programme, its application in their own area of study and also in the industry.

The unit will provide the learners with a foundation for their own on-going skills development in this area.

Learners will demonstrate that they have the proficiency to analyse and interpret information, devise a work flow strategy, and produce dimensionally-accurate 3D digital models. They will also be able to apply simple surface textures and lighting effects.

Learners will be encouraged to take a self-directed approach in order to continually develop their skills in this specialised field. Learners will also be encouraged to develop a revision and troubleshooting strategy that can be used if and when required.

This unit is relevant to learners who have a key interest in activities that relate to the design and manufacture of objects and spaces, including, product design, industrial design, spatial design, furniture design and landscape design, as well as other related fields.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Set up graphics area and interface;*
2. *Create and edit accurate 3D models;*
3. *Select, edit and apply textures and materials;*
4. *Apply and modify controlled lighting and rendering.*

CAART-406-1629: Sculpture

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

This unit is designed to introduce foundation level learners to the processes involved in the development and production of a sculpture or three-dimensional artwork.

This is a practical project based unit and will require that the learner carry out all stages in the production of a sculpture from brief to presentation of completed work.

For the purpose of this unit, a Sculpture can be interpreted as any type of expressive three-dimensional artwork. The style may range from representational to full abstract but sufficient development must be displayed to fulfil the concept development outcome.

Learner will then develop options for a sculpture that fulfils the requirements of the brief. Developmental work may be in the form of sketchbook, maquettes, photographs and text. The learner will select the option to be carried forward to the production of the finished artwork.

The sculpture should be of a scale and complexity appropriate to the time allocated to the project. The finished work should reflect the brief and the developed ideas.

Finally, the learner will present or display the work as required by the brief.

Learning Outcomes

On completion of this unit the student will be able to

- 1. Investigate and explore the characteristics and properties of sculptural material;*
- 2. Experiment with various sculptural techniques;*
- 3. Identify sculptural processes developed through original designs;*
- 4. Produce and evaluate a sculptural work.*

CAPRJ-412-2001: Major Project 2

Unit level (MQF/EQF): 4
Credits: 12
Delivery Mode: Face to Face
Total Learning Hours: 300

Unit Description

The major project unit offers an opportunity to students to identify personal preferences to be able to extend their subject knowledge in specialised areas within Art & Design. As a unit, it is offered in three different and consecutive semesters, as an essential component of the whole course at Level 4. At this level, students will have the possibility to further develop skills, knowledge and understanding in initiating, researching, developing and finalising and presenting three major Art or Design projects. These are referred to as: Major Project 1 (during level 4, first year), Major Project 2 and Major Project 3 (during level 4 second year, first and second semester).

As a specialising area, students are to choose two areas from either art or design workshops. The specialising areas are as follows: wood workshop, metal workshop, textiles workshop, jewelry workshop, printmaking studio, ceramics workshop, stone workshop and the painting studio.

Through the development of these three major projects, students are encouraged to take responsibility of their own learning by demonstrating their achievement. They will be doing this by proposing and realizing a project in each semester mentioned. These projects will be developed within their chosen area of specialization and should integrate contextual references, research, planning and organization, problem solving, presentation of the actual project and ultimately evaluation and reflection on the same developed and final work presented.

Learning Outcomes

On completion of this unit the learner will be able to

- 1. Demonstrate the ability of developing and submitting an art or design project proposal.*
- 2. Use research and evaluation skills to organise and produce an art or design project plan.*
- 3. Produce the major project according to chosen specialised areas in art and design.*
- 4. Present a complete art or design project as an evaluative and reflective experience of developed work.*

CAVIS-406-1701: Graphical and Visual Communication

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

This unit aims to build the necessary skills for artists and designers to communicate their ideas across specialist applications, employing both traditional and new media technologies. Learners are to develop an understanding of the role and responsibilities of the artist and designer within a commercial context. Furthermore, the ability to communicate ideas, and visualize the thinking process through drawing and other techniques, is a requirement for this module of learning.

Ideas must be visualized with clarity; so must the design process be made visual in final piece. Aesthetically driven visual communication must be applied to a commercial context in the exploration of a variety of media with a wide range of visual possibilities proposed as solutions to a given brief. Thinking must be made visual in order to be able to explore aesthetics and techniques which drive graphical and visual communication.

Learners are to study design basics and employ pictorial elements of a composition to create graphics and visuals that communicate meaning, clearly and effectively. Content, message and communication task must be executed in medium of choice but to industry standards and marketed in a commercial setting to audience of choice.

Learners will develop the ability to interpret ideas, reason and communicate graphically using a variety of media and techniques. Furthermore, the universality of graphical communication will be appreciated in the study of graphical techniques and their application. To this end, drawing skills must be developed in the communication and presentation of accurate information. Pictorial compositions are to be made with visual impact and clarity in the organization of the abovementioned information.

Learners will learn to appreciate, critique and evaluate the importance of graphical and visual language through traditional and new media developments while learning to apply such knowledge in the exploration of own unique visual grammar to be able to effectively communicate concepts of contemporary relevance.

Learning Outcomes

On completion of this unit the learner will be able to

- 1. Identify graphical and visual communication techniques and media application in a variety of commercial contexts;*
- 2. Translate written instruction into graphic and visual form with accuracy and clarity;*
- 3. Effectively communicate ideas and concepts visually, applying learned techniques to creative intentions and employing a variety of media;*
- 4. Present graphical design work in a contemporary context to appropriate audience and justify techniques used in creative outcomes produced.*

CAART-406-1610: Digital Media Applications

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

This unit is designed to enable creative students to further their knowledge on digital media applications, commonly used in art and design disciplines. Apart from familiarising themselves with design software packages, they will also learn to competently use hardware. Students will develop an understanding of how to record/manipulate digital imagery and prepare it for output. To demonstrate their gained knowledge, students will use the learned tools and techniques to create finalised yet basic digital artwork.

On completion of this unit, students will therefore have a better understanding of the basic principles and production processes related to digital image manipulation.

N.B. Before undertaking the unit, learners should have a basic understanding of computing.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Understand the potential of digital media applications in art and design;*
2. *Edit and manipulate images creatively using design software;*
3. *Create vector based artwork using design software;*
4. *Justify the use of digital media applications in own creative work.*

CAART-412-1605 Contextual Studies

Unit level (MQF/EQF): 4

Credits: 12

Delivery Mode: Face to Face

Total Learning Hours: 300

Unit Description

This unit aims to build the necessary skills and knowledge required by learners to investigate and comprehend key 19th, 20th and 21st Century art and design practice and the social, historical and cultural events, theories and debates informing direction development. Learners will use the knowledge and understanding of historical and contemporary art and design gained in this unit to further inform and develop their practice within their specialist field of study and in the wider context of work-based learning opportunities. Learners will build effective research and documentation skills through selecting and using appropriate sources, recording methods and systems for referencing. Learners will be required to develop skills in the areas of analysis and critical appraisal and apply this knowledge to the production of verbal, visual and written presentations.

In order to fully engage with art and design practice, learners will be required to develop their use and understanding of subject specific terminology and strengthen their reading of visual language. These skills are vital to enhancing the learners' ability to communicate their ideas and observations on contemporary and historical art and design whilst reflecting upon and reviewing potential opportunities within their own practice. These skills are also crucial in allowing learners to identify and define their specialist area of interest as well as promoting an expansive approach to possible crossover of ideas, concepts and processes within their studio practice thus enhancing their ability of future employment within the creative industries.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Identify key areas of art and design practice.*
2. *Demonstrate the contextual factors influencing historical and contemporary art and design practice.*
3. *Use relevant research and documentation methods.*
4. *Produce and present a critical appraisal from a specific area of art and design practice.*

CAART-406-1628: Painting in Fine Art

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

This unit is designed to develop learners' knowledge and skills of painting as a fine art discipline. Learners will develop practical painting skills by exploring the properties of a variety of painting media and investigating various techniques. The knowledge and skills gained will be used to develop a personal painting project. The resulting outcome may take the form of a single finished work or a series of works.

Throughout history, the art of painting has had numerous roles; from recording identity and commemorating the dead, (*Fayum mummy portraits*), to acts of self-expression (*abstract works by Jackson Pollock*). Each technological breakthrough allowed artists to explore new techniques and approaches which consequently allowed for further exploration of ideas, concepts and means of communication.

Within a fine art unit, painting is set out to encourage learners to systematically investigate painting techniques, media and materials and yet offers the opportunity for learners to take risks and develop innovative combinations of material and media. The resulting outcomes should demonstrate a growing confidence in painting media handling supported by constant evaluative review of individual learner progress.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Know about a range of painting techniques.*
2. *Experiment with a range of painting techniques, media and materials.*
3. *Plan and develop a painting.*
4. *Present and evaluate finished work.*

CDKSK-406-2001: English

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Contact hours: 60

Unit Description

The main objective of this unit is to prepare students to use the English language to understand, analyse, organise and communicate specific technical knowledge by inferring meaning from, and using, embedded information, being able to evaluate information critically and communicate through different types of texts, as required by various but often specific technical contexts within the selected field of study.

The emphasis is on the processes needed to transition from use of the English language in General Education to that required for access to Higher Education.

In particular, L4 Key Skills English is targeted at learners who have completed Foundation College programmes (Levels 1 to 3) and seek to further their studies at Technical or Degree level.

In this respect, this unit recognises the necessity to meet two linguistic demands at this threshold level; strengthening students' linguistic competences to be able to communicate more specifically within their vocational area and stream and to prepare them for more rigorous academic thinking, research and writing as necessitated by degree courses.

Being introduced at this level are core and elective unit outcomes. Reading and writing outcomes are core components in this syllabus while listening and speaking are elective components. Every L4 programme must deliver the two core outcomes and any one of the two elective learning outcomes. The elective criteria to be assessed cannot be selected from and across both outcomes.

Learning Outcomes

On completion of this unit the student will be able to

1. *Read technical texts effectively to improve knowledge of the subject area.*
2. *Understand information presented orally in the form of recordings, or talks, discussions, seminars, interviews or presentations.*
3. *Demonstrate own understanding of the subject matter via oral presentation, mock interviews or similar oral delivery.*
4. *Write a research paper or technical report demonstrating cohesion, structure and appropriate style.*

CDKSK-406-1705: Science for Arts

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Contact hours: 60

Unit Description

In this level 4 key skill, learners will increase their awareness about the importance of science in their vocational area. In the first part of this unit, the focus will be on different materials used within the creative arts sector including the extraction of raw materials, the impact on the environment and production procedures. Also, learners will enhance their knowledge about the physical properties of these materials. Furthermore, different materials will also be compared. Learners will then enhance their understanding about underlying chemical processes taking place in a variety of creative arts scenarios. This will include differences between physical and chemical changes, reversible and irreversible reactions and miscible and immiscible liquids. Examples of underlying chemical processes include corrosion, photochemical reactions, and thermochemical reactions. Learners will also enhance their knowledge about factors affecting rates of reactions.

In addition learners will then, focus on physics within the processes used within the creative arts sector rather than the chemical aspect. Topics will include the electromagnetic spectrum and its applications; use of light; electricity; forces including gravity, stability, tension, compression, elasticity and pressure; and heat. Finally, learners will focus on the biological concepts applied in the creative arts sector. The learner will be introduced to basic human anatomy relevant to their vocational area. Also, learners will enhance their knowledge on the impact of natural elements and anthropogenic activities on products, and the environmental impact of the processes related to their respective vocational area.

Learning Outcomes

On completion of this unit the student will be able to:

- 1. Recognize different materials used within the creative arts sector and their physical properties*
- 2. Identify the underlying chemical processes taking place in a variety of creative arts scenarios*
- 3. Identify concepts of physics within the processes used within the creative arts sector*
- 4. Determine the biological concepts applied in the creative arts sector*

CAWBL-406-1605: Placement in the Creative Arts

Unit level (MQF/EQF): 4
Credits: 6
Delivery Mode: Face to Face
Total Learning Hours: 150

Unit Description

The local creative art sector currently provides various employment opportunities for suitably qualified professionals, ranging from work related to conservation and preservation, journalism, 3D design, photography, fine art, illustration, Web design, game development and TV editorial assistance in both the public and the private sectors.

The aim behind the work placement is to provide learners with the opportunity to consolidate and broaden the knowledge they have gained in their studies. The work placement allows learners to apply their artistic and technical knowledge to a real world situation. Learners are encouraged to combine classroom theory with related practical job experience while considering a range of possible career paths representative of the local creative art industry. Work placements give the industry the chance to get an enthusiastic employee, who is up-to-date with the latest skills and knowledge. Learners can offer companies and institutions an extra pair of hands to help on a specific project, while using their skills in a real-life environment that can really contribute to learning. Placements give learners the chance to learn, be challenging but realistic.

The links between personal and career development are explored, allowing learners to develop the skills required to maximise use of job-seeking resources, establish, develop and maintain professional contacts, compile effective job applications, and perform successfully at interviews. In the work environment itself, learners are guided towards the development of a professional and conscientious work ethic, as well as practical contextual day-to-day team working and administrative skills typical of the modern-day workplace.

Throughout this unit, learners will organise, prepare for, undergo, and finally evaluate a work experience placement in an environment rich in peer and tutor support. The unit ultimately permits the consolidation and application of a wide range of learning outcomes encountered throughout the overall course of study, in practical real-world contexts.

Learning Outcomes

On completion of this unit the learner will be able to:

- 1. Understand the structures, functions, and associated rights and obligations of the local creative art sectors.*
- 2. Plan own objectives for a work experience placement in the creative art sectors.*
- 3. Carry out a work experience placement in the creative art sectors.*
- 4. Review personal and professional development achieved in a work experience placement in the creative art sectors.*

CDKSK-402-2104: Community and Social Responsibility

Unit level (MQF/EQF): 4
Credits: 2
Delivery Mode: Face to Face
Total Learning Hours: 50

Unit Description

This unit focuses on Community Social Responsibility and provides an opportunity for learners to better understand themselves and the others and to establish goals in life. Community social responsibility enables learners to understand their strengths and areas for improvement and prepares them for life, employment and to become active citizens in society.

Moving away from traditional delivery of other units, learners will be empowered to take ownership of their learning process. Hence, community social responsibility will be delivered through a combination of workshops, small-group sessions with mentors and various opportunities to reflect.

The set of sessions will tackle community social responsibility skills and will mostly focus on the self, the ability to work independently and important values in life. The second set of sessions will address interpersonal skills and will focus on working with others, dealing with diversity and conflicts. Furthermore, at the end of the sessions, the learners will be introduced to the importance of active citizenship in life.

Learning Outcomes

On completion of this unit the student will be able to

1. *Identify personal goals through self-reflection.*
2. *Evaluate how collaboration with others can be more effective.*
3. *Explain the importance of giving and receiving feedback.*
4. *Contribute actively to make a difference in society.*