

Higher National Unit specification

General information for centres

Unit title: Contemporary Art Practice: Introduction to Digital Artform

Unit code: F1CJ 34

Unit purpose: This Unit is designed to introduce candidates to the creative use of digital media. Candidates will develop knowledge and skills of creative uses of digital media and explore and evaluate the uses of digital media as an artform.

On completion of the Unit the candidate should be able to:

- 1 Research digital artform within contemporary art practice.
- 2 Produce a range of creative experiments using digital techniques.
- 3 Evaluate selected creative experiments.

Credit points and level: 1 HN credit at SCQF level 7: (8 SCQF credit points at SCQF level 7*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: Access to this Unit is at the discretion of the centre. It may be beneficial if the candidate had some prior knowledge of analytical, creative and problem solving skills within an artistic context. This may be demonstrated by the achievement of Intermediate 2 or Higher level Art & Design or by a practical portfolio of art and design work.

Core Skills: There are opportunities to develop the Core Skills of Information Technology, Problem Solving, Communication and Numeracy at SCQF level 6 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

Assessment: The assessment for this Unit will be product based in the form of:

- Outcome 1: a completed workbook in traditional or online form.
- Outcome 2: a digital portfolio of experimental material.
- Outcome 3: an evaluation of selected material.

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Research digital artform within contemporary art practice

Knowledge and/or Skills

- ◆ Research and study skills
- ◆ Using online resources
- ◆ Using traditional learning resources

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by providing examples of practice in sound art, still image, moving image and net art, showing that they can:

- ◆ demonstrate research and study skills
- ◆ demonstrate ability to use both online and traditional resources for related research

Evidence should be presented as a digital, online or traditional workbook that includes visual examples and comment, either written or oral.

Assessment Guidelines

Assessment for this Outcome should be formative during the timescale of the Outcome. Lecturers should monitor individual candidate progress using discussion and direct observation. A summative assessment should be made upon the product of this Outcome.

Outcome 2

Produce a range of creative experiments using digital techniques

Knowledge and/or Skills

- ◆ Use of digital resources and equipment
- ◆ Use of computers and applications
- ◆ Use of output and storage devices
- ◆ Interpretation of a brief

Higher National Unit specification: statement of standards (cont)

Unit title: Contemporary Art Practice: Introduction to Digital Artform

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by showing that they can, in response to a given brief:

- ◆ produce creative experiments using digital still and moving image techniques
- ◆ produce creative experiments using digital audio techniques

Evidence should be presented as a portfolio of experimental work.

Assessment Guidelines

Assessment for this Outcome should be formative during the timescale of the Outcome. Lecturers should monitor and support individual candidate progress using discussion and direct observation. A summative assessment should be made upon the product of this Outcome.

In order to demonstrate a satisfactory range, it is suggested that candidates produce a minimum of four creative experiments.

Outcome 3

Evaluate selected creative experiments

Knowledge and/or Skills

- ◆ Evaluation
- ◆ Critical/contextual thinking
- ◆ Presentation

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge and/or skills by evaluating selected creative experiments, showing that they can:

- ◆ use appropriate dissemination/documentation techniques
- ◆ explain the inspiration and context for their experiments
- ◆ identify the techniques and methods used in their work
- ◆ evaluate their work with reference to creative content
- ◆ evaluate the positive and negative aspects of their work

Evidence should be in the form of a visual presentation to the tutor, peers or other audience, with oral/written commentary.

Assessment Guidelines

Assessment for this Outcome should be formative during the timescale of the Outcome. Lecturers should monitor and support individual candidate progress using discussion and direct observation. A summative assessment should be made upon the product of this Outcome.

Administrative Information

Unit code: F1CJ 34

Unit title: Contemporary Art Practice: Introduction to Digital Artform

Superclass category: JB

Original date of publication: August 2007

Version: 01

History of changes:

Version	Description of change	Date

Source: SQA

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Higher National Unit specification: support notes

Unit title: Contemporary Art Practice: Introduction to Digital Artform

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

Guidance on the content and context for this Unit

This Unit is practical in nature and should be delivered in a manner which allows candidates to produce:

- ◆ a completed workbook in traditional or online form which provides evidence for Outcome 1
- ◆ a digital portfolio of experimental material which provides evidence for Outcome 2
- ◆ evaluative material for Outcome 3

Content should be delivered through candidate centred practical activity with the emphasis on tutors supporting individual learning activity within a planned format.

Tutors should introduce candidates to the broadest possible range of digital art forms and genre through structured and up-to-date lectures and/or online learning presentations. These sessions should serve as the foundation for candidates own research based activity. As a minimum candidates should be exposed to concepts of original digital art, new media, net art, sound or audio art and interactive art. It should be emphasised that candidates should be exposed to ‘artform’ rather than purely ‘application techniques’ for example the work of ‘Bill Viola’ rather than merely ‘learning video edit techniques’.

It is strongly recommended that the project brief should be themed and emphasise the development of an individual original project through techniques of personal investigation and creative processes.

The Unit should be delivered in a creative artistic/digital studio environment with the provision of the most current equipment possible. At the time of writing it is suggested that, as a minimum, equipment should include appropriate access to computer facilities and suitable software for image, video and sound editing, supported by access to a digital camera/camcorder, scanner, graphics tablet, printers, digital projector or high resolution screen. It is possible that all video, audio, movie files may be produced using a high-end mobile device (3G type).

Candidates should have access to both traditional and online learning resources that should be used and supported by group discussion and tutor direction.

It is suggested that the submission of the candidate’s assessment material be made through the production of a presentation of completed work that meets the requirements of a project brief.

It is suggested that the candidates present the results of their investigation and their project to their tutor and peers.

Candidates should be encouraged to use illustrated written or oral presentation methods for their evaluative activities.

Higher National Unit specification: support notes

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Tutors may consider using web log 'blog' facilities for candidates to 'publish' their findings and record their learning path.

The completed works should be archived and compiled in a suitable manner to allow the candidate to:

- ◆ provide a copy to the tutor/centre for record purpose (as required)
- ◆ include the work in their personal portfolio of work

Candidates and centres may consider, additionally, presenting work as part of an end of course exhibition or screening and or web based promotion or group DVD/CD.

As both this developmental process and the gathering of initial research may in part occur outwith controlled conditions, the tutor should be satisfied that all assessment evidence has been produced by the candidate. This could be ensured through the candidate's use of accepted conventions of referencing (eg Harvard) and through consistency of style and approach in the development of creative material.

Guidance on the delivery and assessment of this Unit

This Unit has been developed as part of the HND Contemporary Art Practice Group Award. It is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes. Opportunities may be taken to link or integrate with other aspects of the course and a thematic approach adopted for both delivery and assessment.

As this Unit is about the developmental processes involved in the creation of a piece of artwork, candidates would not be expected to produce 'finished' pieces.

Candidates should present appropriate evidence, usually in more than one format, to show that they have reached a reasoned decision about the concept that they could carry forward to develop into a finished piece.

Evidence of analysis and critical evaluation should be presented either orally, as a short written critique or as annotations to the presentation of the solution. Candidates should be able to make use of appropriate terminology and to use vocabulary that clearly defines their ideas and concepts.

Opportunities for developing Core Skills

Candidates will work in a context which requires the design and development of original digital art. Competence in accessing and evaluating complex background information and contemporary examples of digital art form models is assessed. This research underpins the planning of experimental design concepts which are then developed and presented in a professional format. Candidates should be able to work unaided in the selection of appropriate software and the modification or customising of applications to meet identified needs of purpose and brief. Constructive discussions with the class group and/or the assessor would, however, reinforce analytical evaluation of approaches taken to the design process and enhance skills in oral communication. In the presentation of experimental work candidates should be made aware of verbal and non verbal techniques which support and progress effective communication with others.

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Accuracy in the interpretation and communication of graphic information underpins the competencies developed in the Unit. Some candidates may benefit from formative opportunities to further develop the effectiveness of their application of graphic data, and the use of software packages or on-line tutorials to enhance skills may be useful. Consideration for other users and an adherence to practices and procedures impacting on security and safety would be a routine aspect of good practice.

Open learning

The practical nature of parts of this Unit would make it difficult to deliver via open learning. Although parts of this Unit could be delivered by distance learning, it would require a considerable degree of planning by the centre to ensure the sufficiency and authenticity of candidate evidence.

For further information and advice please refer to the SQA document Assessment and Quality Assurance for Open and Distance Learning which is available on SQA's website: www.sqa.org.uk.

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).

General information for candidates

Unit title: Contemporary Art Practice: Introduction to Digital Artform

In this Unit you will use online and traditional study skills to research digital artform in contemporary art practice.

Based upon your research you will be asked to produce a range of creative experiments using digital techniques in response to a given brief.

Once you have completed both your research and creative experiments you will evaluate selected experiments.

You will use safe, tidy and considerate approaches to practical studio and digital studio work practices at all times.