

M6 Art Elective

Course Syllabus - 2024, Term 2

Teacher: Kru Graham Roemmele

Department: Art

Subject Code: AR33202

Periods per week: 1

Credits: 0.5

Course Description

The M6 art elective course aims to give students who are interested in pursuing further education in the arts, the opportunity and support to develop their portfolios for university applications, as well as developing their own personal expression and imagination.

Students will work for the term towards the development of a portfolio that showcases a variety of artwork that complies with the requirements of one of the leading creative university courses, [CommDe](#) at Chulalongkorn University.

Students' portfolios will consist of 12 works, demonstrating a good variation of skills and media, such as drawing from life, experimental drawing, painting, illustration, photography, mixed media or 3-D work, graphic design, images of spreads from sketchbooks, creative crafts, digital art and a series of screenshots captured from original video or animation. Our students will be making sure that they have the required work in their portfolios by the end of the academic year.

Most of the work for this course is practical or studio based, so that learners can maximise their engagement with making art. An expectation is that students will work independently at home for a minimum of one hour per week on this project.

Course Content

1. Portfolio development
 - 1.1. Drawing from life
 - 1.2. Experimental drawing
 - 1.3. Painting
 - 1.4. Illustration
 - 1.5. Photography
 - 1.6. Mixed media & 3D work

- 1.7. Graphic Design
- 1.8. Sketchbook development
- 1.9. Creative crafts
- 1.10. Digital art
- 1.11. Video & animation

Learning Outcomes

- an ability to record from direct observation and personal experience
- an ability to identify and solve problems in visual and/or other forms
- creativity, visual awareness, critical and cultural understanding
- an imaginative, creative and personal response
- confidence, enthusiasm and a sense of achievement in the practice of art and design
- growing independence in the refinement and development of ideas and personal outcomes
- engagement and experimentation with a range of media, materials and techniques, including new media and technologies, where appropriate
- experience of working in relevant frameworks and exploration of manipulative skills necessary to form, compose and communicate in two and/or three dimensions
- a working vocabulary relevant to the subject and an interest in, and a critical awareness of, other practitioners, environments and cultures
- investigative, analytical, experimental, interpretative, practical, technical and expressive skills which aid effective and independent learning.

Learning Resources

- Google Classroom & Chromebooks
- Lectures using interactive display and whiteboard
- Variety of 2D media: Pencil, Charcoal, Pastel, Paint etc.
- Variety of 3D media: wood, PVC, plaster, cardboard, papier mache etc.
- Hands on demonstration of techniques
- Models of key concepts
- Videos of key processes and concepts

Assessment Methods

It is expected that at least 2 pieces will be completed this term which are to be added to the portfolio. They will be graded according to [these criteria](#) out of 20 points.

There will also be ongoing assessment throughout the term. Students will meet with

the teacher regularly to discuss their progress and complete a 'progress check' self assessment according to [these criteria](#).

Homework Policy

Please view [this link](#) for further details about how homework, classwork and major projects will be penalised if submitted late.

Evaluation Breakdown

Preparation work	15%
<ul style="list-style-type: none">• Sketches and prototypes	
Portfolio pieces	60%
<ul style="list-style-type: none">• 2 finished pieces graded out of 20 marks each.	
Progress checks	25%
<ul style="list-style-type: none">• 6 checks per term out of 10 marks. 3 criteria: self assessment, working habits, progress	