

ARTC299X : Special Studies in 2D Art

General Information

Author (s):	<ul style="list-style-type: none">Sarah KingDarty, Lisa
Course Code (CB01) (CB01) :	ARTC299X
Course Title (CB02) (CB02) :	Special Studies in 2D Art
Department:	Visual & Performing Arts
Proposal Start:	Spring 2020
TOP Code (CB03) :	(1002.10) Painting and Drawing
SAM Code (CB09) (CB09) :	Non-Occupational
Distance Education Approved:	No
Course Control Number (CB00) (CB00) :	No value
Curriculum Committee Approval Date:	Pending
Board of Trustees Approval Date:	Pending
External Review Approval Date:	Pending
Course Description:	This is a laboratory course intended for students pursuing deep exploration into a specific body of work. Content is determined by the instructor in consultation with the student. Enrollment by permission of instructor only.
Submission Type:	New experimental course

Faculty Minimum Qualifications

Master Discipline Preferred:	<ul style="list-style-type: none">Art
Alternate Master Discipline Preferred:	No value
Bachelors or Associates Discipline Preferred:	No value
Additional Bachelors or Associates Discipline:	No value

Course Development Options

Basic Skills Status (CB08) (CB08) Course is not a basic skills course.	Course Special Class Status (CB13) (CB13) Course is not a special class.	Grade Options <ul style="list-style-type: none">Pass/No PassLetter Grade methods
<input type="checkbox"/> Allow Students to Gain Credit by Exam/Challenge	Allowed Number of Retakes 0	Course Prior to College Level (CB21) No value <input checked="" type="checkbox"/> Allow Students To Audit Course

Rationale For Credit By Exam/Challenge

No value

Retake Policy Description

No value

Associated Programs Course is part of a program (CB24)**Associated Program**

No value

Award Type

No value

Transferability & Gen. Ed. Options**Transferability**

Not transferable

Transferability Status

Not transferable

Units and Hours**Summary**

Minimum Credit Units (CB07) (CB07)	1	Total Course In-Class (Contact) Hours	54	Total Student Learning Hours	54
Maximum Credit Units (CB06) (CB06)	1	Total Course Out-of-Class Hours	-	Faculty Load	-

Credit / Non-Credit Options**Course Credit Status (CB04) (CB04)**

Credit - Not Degree Applicable

Course Non Credit Category (CB22) (CB22)

Credit Course.

Non-Credit Characteristics

No value

Course Classification Code (CB11) (CB11)

Credit Course.

Funding Agency Category (CB23) (CB23)

Not Applicable.

 Cooperative Work Experience Education Status (CB10) (CB10)
 Variable Credit Course**Weekly Student Hours**

	In Class	Out of Class
Lecture Hours	-	-
Lab Hours	3	-
Activity Hours	-	-

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	-
Lab	54
Activity	-
Total	54

Course Out-Of-Class Hours

Lecture	-
Lab	-
Activity	-
Total	-

Time Commitment Notes for Students

No value

Faculty Load

Extra Duty: -

Faculty Load: -

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No value	No value	No value	No value

Requisites

Prerequisite

ARTC221 - Drawing II

OR

Prerequisite

ARTC231 - Painting II

OR

Prerequisite

ARTC111 - Two-Dimensional Design

Entrance Skills

Skill

Content Review

No value

No value

Limitations on Enrollment

Limitation

Provide Rationale

No value

No value

Specifications

Methods of Instruction

Methods of Instruction Rationale

Discussion

Students examine work by Frieda Kahlo and discuss her use of the human form.

Laboratory

Students explore in greater depth a wide variety of 2D media, including charcoal, graphite, colored pencil, and paint.

Peer analysis, critique & feedback

Students present their own work to the class, and provide an analysis and critique of classmates' work.

Assignments

Practice in Abstraction - Students complete a series of work in which the subject matter is represented in increasingly abstract form. The series will include no fewer than four pieces that are at least 8 1/2 X 11 in size

Portfolio Development - The final project will include a completed body of work that represents the student as an artist. In this project, they will produce a minimum of 5 complete, finished drawings that work together as a series, and are portfolio worthy. The series must show a cohesive theme related to subject matter, expressive quality, scale, medium, or technique, to name just a few examples.

Methods of Evaluation

Methods of Evaluation Rationale

Project

Students will practice using value to create mood.

Participation

Students present their work to the class for evaluation and discussion. Every student is expected to ask questions and/or give feedback.

Equipment

No Value

Textbooks

Author

Title

Publisher

Date

ISBN

No Value

No Value

No Value

No Value

No Value

Other Instructional Materials

No Value

Materials Fee

\$10 This fee pays for art materials that will result in art projects that students will take with them. Typical materials include: 50#, 120 sheet, 9 x 12 sketch pad, \$5.10; 60# white sulphite paper, 18 x 24 and 24 x 36, \$3.20; newsprint, \$2.94; drawing media (pencils, charcoal, powdered graphite, color pencils, pastels), \$14.57; eraser, \$0.73; cardboard, \$1.58; paints, \$7.00; acrylic mediums, \$2.00; gesso, \$3.98; and canvas board, \$4.86; for a total of \$41.12

Learning Outcomes and Objectives

Course Objectives

No value

CSLOs

Produce a body of work that is portfolio quality as a result of explorations done in the course.

Expected SLO Performance: 70.0

Evaluate and critique class projects using relevant terminology in oral or written formats.

Expected SLO Performance: 70.0

Utilize and apply a range of 2D materials and techniques at an intermediate to advanced level.

Expected SLO Performance: 70.0

Outline

Outline

No value

Lab Outline

This is a self-directed laboratory course. The students will develop projects, in consultation with the instructor, specific to their personal artistic vision.

Media may include, but are not limited to:

1. Graphite
2. Charcoal
3. Acrylic paint
4. Chalk
5. Pastels
6. Colored Pencil
7. Ink
8. Water color

Regardless of the project, students will develop the following skills:

1. Utilizing preparatory studies
2. Creating multiple iterations of a single project
3. Incorporating feedback and critique into subsequent work

Delivery Methods

Delivery Method: Please list all that apply -Face to face -Online (purely online no face-to-face contact) -Online with some required face-to-face meetings ("Hybrid") -Online course with on ground testing -iTV – Interactive video = Face to face course with significant required activities in a distance modality -Other

- Face to face

Rigor Statement: Assignments and evaluations should be of the same rigor as those used in the on-ground course. If they are not the same as those noted in the COR on the Methods of Evaluation and out-of-class assignments pages, indicate what the differences are and why they are being used. For instance, if labs, field trips, or site visits are required in the face to face section of this course, how will these requirements be met with the same rigor in the Distance Education section? Describe the ways in which instructor-student contact and student-student contact will be facilitated in the distance ed environments.

No Value

Good practice requires both asynchronous and synchronous contact for effective contact. List the methods expected of all instructors teaching the course. -Learning Management System -Discussion Forums -Message -Other Contact - Chat/Instant Messaging -E-mail -Face-to-face meeting(s) -Newsgroup/Discussion Board -Proctored Exam -Telephone -iTV - Interactive Video -Other

- E-mail
- Face-to-face meeting(s)

Software and Equipment: What additional software or hardware, if any, is required for this course purely because of its delivery mode? How is technical support to be provided?

No Value

Accessibility: Section 508 of the Rehabilitation Act requires access to the Federal government's electronic and information technology. The law covers all types of electronic and information technology in the Federal sector and is not limited to assistive technologies used by people with disabilities. It applies to all Federal agencies when they develop, procure, maintain, or use such technology. Federal agencies must ensure that this technology is accessible to employees and the public to the extent it does not pose an "undue burden". I am using -iTV—Interactive Video only -Learning management system -Publisher course with learning management system interface.

- Learning management system

Class Size: Good practice is that section size should be no greater in distance ed modes than in regular face-to-face versions of the course. Will the recommended section size be lower than in on-ground sections? If so, explain why.

No Value