

Drawing and Culture

Module Information

2022.01, Approved

Summary Information

Module Code	3002FNDLSA
Formal Module Title	Drawing and Culture
Owning School	Liverpool School of Art & Design
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 3
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool School of Art & Design

Learning Methods

Learning Method Type	Hours
Lecture	4
Practical	15
Tutorial	2
Workshop	15

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-MTP	MTP	January	12 Weeks

Aims and Outcomes

Aims	This module aims to:1. Cultivate elementary drawing skills.2. Challenge what 'drawing' is.3. Encourage an inquisitive and proactive approach to learning, documenting and producing through drawing.4. Develop an enthusiasm for experimentation with materials, processes and media through differing modes of drawing.5. Promote 'thinking through drawing' whereby drawing practice can produce new knowledge and advance understanding. 6. Recognise the value of drawing and explore culture's impact on drawing.
------	--

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Demonstrate an application of a variety of drawing skills and processes
MLO2	2	Evidence a body of work that explores materials and drawing practices
MLO3	3	Reflect upon drawing as a means of learning, documentation, production

Module Content

Outline Syllabus	This module aims to introduce students to drawing methods including:• Life drawing• Reportage• Haptico-visual drawing • Conceptual drawing• Orthographic drawing• Computer-aided/digital drawingA series of drawing workshops and will introduce students to a variety of basic drawing approaches and encourage experimentation with a range of materials and media. Students will be expected to record experiments and visual ideas during these sessions.
Module Overview	The module activities will challenge your understanding of 'drawing' itself, and you will be exposed to novel drawing methods, such as haptico-visual drawing and virtual reality drawing. A series of drawing workshops will introduce you to a variety of basic drawing approaches and encourage experimentation with a range of materials and media. You will be expected to record experiments and visual ideas during these sessions.
Additional Information	The module activities will challenge the student's understanding of 'drawing' itself, and students will be exposed to novel drawing methods, such as haptico-visual drawing and virtual reality drawing.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Portfolio	80	0	MLO1, MLO2, MLO3
Reflection	Reflection	20	0	MLO1, MLO2, MLO3

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Mark Roughley	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
--------------	--------------------------	-----------