

## Liverpool John Moores University

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Title: Drawing & Culture  
Status: Definitive  
Code: **3002FNDLSA** (126728)  
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Mark Roughley	Y

**Academic Level:** FHEQ3      **Credit Value:** 20      **Total Delivered Hours:** 36  
**Total Learning Hours:** 200      **Private Study:** 164

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	4
Practical	15
Tutorial	2
Workshop	15

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio of outcomes and supporting sketchbook(s) of research and development work	80	
Reflection	AS2	Reflective blog (500 words)	20	

### 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.*

## **Learning Outcomes**

After completing the module the student should be able to:

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

## **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

Portfolio	1	2	3
Reflection	1	2	3

## **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 drawing*

*A 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.*

## **Learning Activities**

This is a practical module supported by a programme of workshops, tutorials and contextual lectures.

## **Notes**

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.