

Course Title: **Experimental Sculpture: Object and Trace**

Course Code: **VSAR614**

Descriptor Start Date: **01/01/2025**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S: **None**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Develops knowledge in experimental sculpture processes as related to contemporary approaches to concepts of object making and trace. Explores iterative making to generate ideas utilising sculptural conventions, techniques, and possibilities.

LEARNING OUTCOMES

1. Engage a range of appropriate technologies and processes linked to experimental sculpture.
2. Investigate and evaluate a range of concepts linked to object and trace within contemporary sculpture theoretical, conceptual, and technical concerns.
3. Engage with analytical and critical methods to evaluate and synthesise practice.
4. Contribute to a community of practice, founded on the principles and practices of mātauranga Māori (Māori-knowledge of the Māori world), of manaakitanga (care), motuhaketanga (selfdetermination) and kōrero pono (speaking truthfully).

CONTENT

Content may include, but need not be limited to:

- Explorative sculpture techniques and processes.
- Approaches related to concepts of object and trace in experimental sculpture.
- Visual analytical, making and thinking strategies.
- Contextual knowledge in contemporary art with a focus on experimental sculpture.

LEARNING & TEACHING STRATEGIES

Disclaimer: Course descriptors may be amended between teaching periods/semesters

Teaching and learning will operate within a wānanga as studio-tikanga blended environment where students will be taught via practical application of skills and knowledge within workshops and briefs, and by group and individual tutorials, demonstration, lectures and slide talks. Strategies of kanohi ki te kanohi (face to face), akoako/ tuakana / teina (peer to peer support) and learning collaboratively from and with each other are utilised.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Studio Project	0.00	All
Studio Project	0.00	All
Studio Project	100.00	All

Grade Map

MAP1

A+ A A- Pass with Distinction

B+ B B- Pass with Merit

C+ C C- Pass

D Fail

Overall requirement/s to pass the course:

Submit all summative assignments and obtain a minimum C- grade overall.

LEARNING RESOURCES

Readings: A list of readings will be provided. Prescribed Texts: There are no prescribed texts; a list of recommended texts is given to students at the outset of the course / or at the beginning of briefs.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK3352, Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata

Related Programme/s: INEXCH1
SABRD1

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