

Course Title: **Emergent Origins**

Course Code: **ARDN609**

Descriptor Start Date: **01/01/2023**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S: **ARDN505**

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 of digital fabrication through experimentation with material, structure and object. Builds digital fabrication practice through the application of a range of processes and technologies.

## LEARNING OUTCOMES

1. Investigate and evaluate a range of digital fabrication concepts, ideas and their practical application.
2. Engage with analytical and critical methods to evaluate and synthesise practice.
3. Contribute to a community of practice, founded on the principles and practices of mātauranga Māori, of manaakitanga (care), motuhaketanga (self-determination) and kōrero pono (speaking truthfully).
4. Engage and apply a range of appropriate technologies or processes for the Digital Fabrication minor.

## CONTENT

- Introduction to 3D digital modelling
- History of 3D digital modelling
- 3D digital modelling in art and design
- 3D digital modelling in other fields
- 3D Digital modelling processes
- Introduction to 3D printing

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

## LEARNING & TEACHING STRATEGIES

---

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

## ASSESSMENT PLAN

---

Assessment Event	Weighting %	Learning Outcomes
Digital Fabrication Project	100.00	1-4

<b>Grade Map</b>	<b>MAP1</b>
	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:

To gain a pass in this course, a student needs to submit work for all summative assessments and achieve a minimum overall grade of C-.

## LEARNING RESOURCES

---

A list of recommended readings will be provided.

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

Principal Programme: **AK3352, Bachelor of Visual Arts**

Related Programme/s: **AK3619**

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