

Course Title: **Drawing and Storytelling**

Course Code: **ARDN640**

Descriptor Start Date: **01/01/2024**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S: **ARDN540**

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

Investigates animated drawing practice related to storytelling, developing content from personal, environmental, formal, cultural, political, and/or fantastical contexts: positioning visual style, aesthetics and narrative as conveyors of meaning.

LEARNING OUTCOMES

1. Investigate and evaluate a range of animated drawing 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 Animated Drawing minor.

CONTENT

Utilising studio lab practices, students will engage with analogue and digital approaches to drawing in pursuit of concepts that include gesture, subjectivity, spatio-temporal notation, portraiture, character design, perspective, and movement.

LEARNING & TEACHING STRATEGIES

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

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 the Learning Management System.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Formative Assessment	0.00	1 - 4
Drawing and Storytelling Project	100.00	1 - 4

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:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

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

Principal Programme: AK3619, Te Tohu Paetahi mō te Hoahoa - Bachelor of Design

Related Programme/s: AK3352

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