

Course Title: **The Organiser: Event-based Practices**

Course Code: **ARDN711**

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

POINTS: **15.00**

LEVEL: **7**

PREREQUISITE/S: **ARDN621, ARDN622**

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

Focuses on facilitating and realising a durational event or creative project that explores ideas, issues and questions that relate to publics/counter-publics, gender/sexuality, social, political, ecological, cultural and ethical contexts. In this course, you will learn to facilitate and organise a semester-long project or event, utilising aspects of print publication, exhibition, collaboration, drawing, intervention, improvisation, object-making and installation.

LEARNING OUTCOMES

1. Conceptualise, design and execute a self-directed temporary practices, temporary publics project.
2. Demonstrate the use of 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. Demonstrate an understanding and mastery of appropriate technologies for the Temporary Practices/Temporary Publics minor.

CONTENT

- Participatory event-based practices within contemporary art and design contexts
- Collaborative approaches, processes and application
- Relationships with communities and external contexts
- Management of durational and event-based projects.

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
Creative 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: **AK3352, Bachelor of Visual Arts**

Related Programme/s: **AK3619**

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