



Module Title:

Digital Avant-gardes

<i>Academic Yr</i> 11-12	<i>Level</i> Level 7	<i>Programmes on which offered</i> MA Creative Technology
<i>Credits</i> 15 Credits	<i>Duration</i> 12 weeks	

Staff

<i>Module Co-ordinator</i>	<i>Teaching Staff</i>	<i>Support Staff</i>
Mathias Fuchs	Mathias Fuchs	Chris Warwick

Verification (external verification requires confirmation in writing [email OK] – please indicate who holds this)

<i>Verifier</i>	<i>Name</i>	<i>Confirmation held by</i>	<i>Date</i>
Internal 1	Mathias Fuchs		21/09/11
Internal 2	Prof. Paul Sermon		21/09/11
External	Prof. Martin Rieser		

Module Details

Rationale (from MS1):

This module intends to present European avant-garde movements and critically re-evaluate them in the context of contemporary society and prevailing or emerging, new digital technologies. To investigate the modes of creative production seen from different historical viewpoints and stylistic settings. To enable students to find their own critical assessment of the aesthetic, historical, ethical, and political implications those movements brought forward. To enable students to recreate the spirit of atwork presented (or critically contradict it) within the framework of a digital technology of their own choice.

Module Learning outcomes (from MS1)

On successful completion of this module, students will be able to:

- show an awareness of the variety of artistic movements and technology-related artforms
- understand the underlying structures and principles of the creative process
- direct their creativity in full awareness of the historical and cultural achievements of the past
- express awareness of the problems related to the historical movements
- develop a prototype of a digital artwork related to the avant-garde movements
- understand the need for research and experiment in creative productions and the technology used.

Transferable/Key Skills and other attributes (as indicated on MS1):

Communication	Working with others
Managing own learning	Information Technology
Problem Solving	

Risk Assessment:

<i>Date completed</i>	<i>Completed by</i>	<i>Special Instructions</i>

Module Assessment Criteria (select as appropriate)

- | | |
|--------------------------|--|
| 1) Creativity | 6) Knowledge and understanding of subject matter |
| 2) Visual communication | 7) Team Working |
| 3) Written communication | 8) Critical judgement and analytical ability |
| 4) Oral communication | 9) Enquiry and use of sources |
| 5) Technical skills | |

Teaching Details

Module Programme (content, dates, activities, Interim deadlines, lecture programme, reviews etc.):

- Mon 17 Oct (14.00 to 17.00 Media City 3.18) Introduction to Course / Overview
- Mon 17 Oct (17.00 to 20.00 Media City 3.18) Avant-garde Movements: Futurism, Fluxus
- Mon 24 Oct (14.00 to 17.00 Media City 3.18) Programme team session TBC
- Mon 7 Nov (14.00 to 17.00 Media City 3.18) Avant-garde Movements: Dada, Pop
- Mon 7 Nov (17.00 to 20.00 Media City 3.18) Avant-garde Movements: Happening, Aktionismus
- Mon 21 Nov (14.00 to 17.00 Media City 3.18) Avant-garde Movements: Digital Art, Sound Art
- Mon 21 Nov (17.00 to 20.00 Media City 3.18) Avant-garde Movements: Sound Art cont.
- Mon 5 Dec (14.00 to 17.00 Media City 3.18) Avant-garde Movements: Game Art.
- Mon 5 Dec (17.00 to 20.00 Media City 3.18) Presentation of Concept (statement of intent 500 words)
- Mon 9 Jan (14.00 to 17.00 Media City 3.18) Project Presentations and hand in of Project Report

Assignment Details (project outline, essay questions etc.)

- At the end of this module each student will be required to present a prototype of an artwork or creative technical installation, that corresponds in an affirmative or critical way to the avantgarde movements that have been presented during the lectures.
- A report on the artwork or creative technical installation with a length of some 2000 words has to be handed in at the day of the Project presentations..

Assessable Work

Deliverable	Weight	Deadline	Hand in Location	Specific Assess Crit
Project Prototype	60%	9/1/12	Turnitin/MC 3.18	
<i>Feedback available</i>	<i>Date: 23/01/12</i>	<i>Method: e.g. Blackboard, tutorials FB1</i>		
Project Report	40%	9/1/12	Turnitin/MC 3.18	
<i>Feedback available</i>	<i>Date:23/01/12</i>	<i>Method: e.g. Blackboard, tutorials FB1</i>		
	%			
<i>Feedback available</i>	<i>Date:</i>	<i>Method: e.g. Blackboard, tutorials</i>		
	%			
<i>Feedback available</i>	<i>Date:</i>	<i>Method: e.g. Blackboard, tutorials</i>		

Indicative texts and/or other learning materials/resources (please use Harvard system):

The course content and suggestions for further reading can be found on
http://creativegames.org.uk/MA_CreativeTechnology/modules/art_technology

ACADEMIC GOOD CONDUCT

The University makes awards to students that properly reflect your achievement. Unless instructed otherwise, you are expected to work on your own and to ensure that material you submit for assessment does not contain the work of others, except for properly referenced sources where appropriate. The University takes a very serious view of any attempt to gain unfair advantage from the work of others. The use of unfair means in any assessment is likely to result in severe penalties. Gaining unfair advantage can take many forms such as:

a) Plagiarism

Plagiarism involves taking the work of another person or source and using it as if it were your own, for example written work, ideas, musical compositions, computer programs, laboratory or survey results, diagrams, graphs, drawings and designs.

b) Collusion

Collusion involves working with others on tasks that should be carried out on an individual basis. Collusion should not be confused with collaborative work which is sometimes used as a means of learning. It will be clearly stated when collaborative work is permitted in an assessment. Unless advised otherwise, any work which you submit for assessment must be produced by you on an individual basis.

c) Falsifying experimental or other investigative results

This could involve a range of things that make it appear that information has been collected by scientific investigation, the compilation of questionnaire results, etc. whereas in reality it has been made up or altered to provide a more favourable result.

d) Taking unauthorised material (including electronic devices) into an examination

This involves deliberately taking in materials or electronic device of any sort, not specifically permitted, that could be used to gain advantage, whether you use it or not.

e) Contracting another to write a piece of assessed work

This involves any means whereby a person does work on behalf of another. It includes assessments done for someone else in full or in part by a fellow student, a friend or family member. It includes sitting an examination for someone else. It also covers obtaining material from Internet 'cheat sites' or other sources of work. Penalties for this type of unfair means are likely to apply both to a student who does work on behalf of another and one who has work done for him/her.

Particular care should be taken with regard to poor referencing. If you use work which has been produced by other people within an assignment you will need to ensure that you acknowledge or reference the source of the work. Marks may be deducted for poor referencing. If poor referencing is extensive throughout a piece of work it could appear that you are trying to claim credit for the work and you may be deemed to have committed plagiarism.

For further details on the University's policy of Academic Good Conduct, please refer to www.academic.salford.ac.uk/aqa/sections/28_conduct_assessed_work.pdf

Completed PA2 forms should be uploaded to the module area on Blackboard for distribution to students – for help contact the School Office