



MCAST

Malta College of Arts, Science & Technology

MQF Level 3

AD3-01-14

Diploma in Art and Design
Course Specification

Course Description

This course provides underpinning knowledge and practical skills, giving students an introduction to various aspects of the creative industries. This programme is especially beneficial for those students who intend to progress to higher levels of education and training in the creative industries. Based on a series of study units, students will harness theoretical knowledge as well as practical skills during lectures as well as workshop-based sessions related to given creative briefs. Apart from focusing on vocational practice, throughout this programme, students will also be strengthening their communication and presentation skills as well as other essential key skills.

Programme Learning Outcomes

At the end of the programme the students is able to

1. *Understand the difference and similarities between Fine arts and Design*
2. *Perform complex Art and Design tasks in accordance with clear instructions*
3. *Participate in the cultural life of the local community*
4. *Apply basic techniques in materials in art and Design*

Entry Requirements

- MCAST Foundation Certificate ; or
- 2 SEC/O-Level/SSC&P (level3) passes Compulsory; Art or Art and Design, or Textiles and Design
- A full “Secondary School Certificate and Profile” (SSC&P) at Level 2 will be accepted in lieu of one (1) O-Level pass.

Other Entry Requirements

Interview and Portfolio

Current Approved Programme Structure

Unit Code	Unit Title	ECVET
CAART-306-1501	Design Crafts Project	6
CAART-306-1502	Drawing and Painting	6
CAART-306-1503	Drawing and Print Making	6
CAART-306-1504	Generating and Presenting Ideas in Art and Design	6
CAART-306-1505	Materials Exploration	6
CAART-306-1506	Visual and Contextual Studies	6
CDKSK-304-1402	English	4
CDKSK-304-1403	Mathematics	4
CDKSK-304-1401	Maltese	4
CDKSK-304-1601	Information Technology	4
CDKSK-304-1612	Individual and Social Responsibility	4
CDKSK-304-1609	Science	4
Total ECVET/ECTS		60

Unit: CAART-306-1501 Design Crafts Project

Unit level (MQF): 3

Credits : 6

Unit description

In this unit, learners will work to a design crafts brief that will encourage an individual and creative response. It will help the learner develop an ability to critically analyse and integrate research to understand materials, methods and skills to solve 3D problems in art and design.

By completing this unit learners will have an understanding of the range of possibilities available within the 3D Visual Arts and how materials, processes and the work of artists, craftspeople and designers, can be used to develop ideas and produce final work. Learners will respond to a project brief producing one final piece of work that could be as diverse as a piece of sculpture, an installation, 3D design such as ceramics, furniture design, or jewellery. Materials used are not limited and they include metal, stone, wood, clay, plasticine and recycled materials.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Investigate design crafts practice*
2. *Explore material, techniques and processes in response to design crafts briefs*
3. *Develop ideas in response to design crafts briefs*
4. *Produce and present an outcome in response to a design crafts brief*

Unit: CAART-306-1502 Drawing and Painting

Unit level (MQF): 3

Credits : 6

Unit description

At this level learners will acquire an extended knowledge of drawing and painting techniques. They will need to apply their previous knowledge concerning art and composition elements. They will draw and paint on a given model, using instructions from teachers and knowledge from suggested textbooks. Learners will improve their perceptual skills by analysing the drawings of the great masters and creating their own. The aim of this unit is to inspire learners to think in a more creative and critical way. With this aim, results of learners' works will be analysed upon the completion of every practical task.

This unit will help learners develop drawing and painting skills in relation to visual arts disciplines and to relate them to other areas of creativity. Learners will explore various aspects of drawing and painting developing competence and they will gain confidence in those fine arts skills. Learners will undertake exercises that will emphasise drawing and painting as a means of creative expression. Guided by teachers, they will learn to observe and analyse drawing motifs, design a drawing with the focus on art composition, light and shadows, perspective, detail and whole relations.

In a series of flexible workshop sessions learners will cover different themes and motives. They will use various tools (pencil, charcoal, ink, water colours, tempera, acrylic and oil) on various materials (few types of paper and canvases) for given themes.

The unit is meant to help learners use the acquired knowledge and skills and apply them in other units, daily life, additional education and future careers. The work is mostly practical, with an individual form of teaching (correction), with emphasis on the promotion of artistic identity of the learners.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Use different techniques and media to develop drawing skills*
2. *Use different techniques and media to develop painting skills*
3. *Demonstrate improved observational skills within an art and design context*
4. *Analyze the presented artwork*

Unit: CAART-306-1503 Drawing and Print Making

Unit level (MQF): 3

Credits : 6

Unit description

Learners will gain a wide range of drawing skills and they will be in situation to apply their previous knowledge of elements of art and elements of composition. In the process of analysing drawings of great masters and creating their own drawings, students will improve their perceptual skills. The first part of this unit is aimed at inspiring students to think in a more creative and critical way.

This program includes a more complex study such as still life, landscape, architecture (interior and exterior), portraiture and human figure. Learners will produce drawings in some of the following media: graphite, chalk and charcoal, pastels, sanguine, ink and pen. They will also have the possibility to experiment with a variety of different sizes and qualities of paper.

Printmaking, as an area of visual art, permeates all other regions of visual expression and underlines all of the contemporary ways of articulation in visual arts. Therefore, the second part of this unit is conceived in full correlation with other main subjects, such as drawing, painting, sculpturing and design. Knowledge about elements of art (line, shape, form, color, tone-value, space, texture) and elements of composition is crucial also in printmaking.

Basic categories of printmaking techniques will be explained and demonstrated to students: relief (woodcut, linocut), intaglio (engraving, drypoint, etching, mezzotint, aquatint), planographic (lithography), stencil (serigraphy). Students will know which materials and tools are used for each of those techniques. Types of presses will also be shown to them.

During practical workshops, students are going to learn how to make artworks by printing using few techniques: woodcut or linocut and etching. Creative goal of this unit is to make students thoroughly proficient in the recognition and application of materials and in creating their personal approach to the medium.

Important issue about printmaking is protective equipment. Students will have to know how to protect themselves and environment from exposure to various acids, vapors and solvents.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Apply basic drawing techniques based on theoretical knowledge (elements of art, elements of composition) in creating own drawings*
2. *Demonstrate good observational skills in art and design*
3. *Produce experimental prints using various printmaking techniques*
4. *Present an edition of final artistic prints*

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Unit: CAART-306-1504 Generating and Presenting Ideas in Art and Design

Unit level (MQF): 3

Credits : 6

Unit description

In this unit, students will gain basic knowledge about creative thinking and idea generating. Its aim is to provide an opportunity for students to learn about usual creative techniques for idea generating, such as brainstorming, and to go through the entire concept of establishing, perfecting and presenting a concept of their own.

Together with basic knowledge about creativity, and creative process, students will be taught skills required to create a presentation of their own creative processes and artistic developments.

The students will have the opportunity to establish their own creative processes that will guide them in their professional career while also using different tools and techniques for presentation purposes. At the end of this unit learners will be able to responsibly maintain a portfolio of their work which reflects their individual creative processes and artistic development.

Learning Outcomes

On completion of this unit learners should be able to:

- 1. Understand basic psychological facts about creativity*
- 2. Generate and present a concept visually*
- 3. Establish a personal creative process*
- 4. Communicate and present a portfolio to an intended audience*

Unit: CAART-306-1505 Materials Exploration

Unit level (MQF): 3

Credits : 6

Unit description

The aim of this unit is to familiarise students with the world of materials, techniques and processes. They will be able to use tools and machinery safely as well as various materials (e.g. Stone, Metal, Wood, Textiles, Plastics, Ceramics, etc.). Basic methods in techniques and processes will be explained and demonstrated in the context of 3D design materials.

Students will be introduced to basic technical and structural actions for implementing simple dimensional forms in a range of materials. The practical part of this unit covers both Resistant and Non-resistant materials and students will produce experimental work and models in a variety of material that are 'fit for purpose'. It is obligatory for the students at this level to master the production processes.

Artifacts can be designed and interpreted using basic elements and principles of design; Volume, space, line, texture, balance, contrast, colour, scale, etc. The key elements will be on the functionality and aesthetics. In the context of the key elements of 3D works many examples from artists, crafts persons and designers will be presented and analysed.

The contemporary approach to 3D design will be highlighted and connected to Art and Design theory. Learners will be able to create objects using combination of materials. This will enable them to design ideas and projects related to individual themes using a range of techniques and processes of personal choice.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Understand the essential characteristics of materials*
2. *Show advanced knowledge of production techniques and processes*
3. *Develop own individual artistic expression in artefacts*
4. *Create test pieces with an individual theme using techniques and processes*

Unit: CAART-306-1506 Visual and Contextual Studies

Unit level (MQF): 3

Credits : 6

Unit description

Artists, designers and craftspeople need to be knowledgeable about historical creative and cultural developments whilst keeping up to date with contemporary developments in order to communicate their ideas effectively. A large part of this revolves around the study of works of art and design but also includes an understanding of social, political and technological developments and their impact on art, craft and design. This unit provides guidelines on the research and analysis of art and design in context from prehistory to the nineteenth century, with particular reference to influences on art and design today.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Conduct research in art and design, and show ability to evaluate material*
2. *Analyse examples from the history of art and design in context*
3. *Apply essential study that relates contemporary visual culture to the history of art and design*
4. *Understand theoretical knowledge & information in the history of art and design*