



UNIVERSITI TEKNOLOGI MARA

FET641: TIME BASED MEDIA ART AND CONTEXT

Course Name (English)	TIME BASED MEDIA ART AND CONTEXT APPROVED
Course Code	FET641
MQF Credit	3
Course Description	An intermediate course that enable students to relate the research to their major areas of disciplines, e.g. Painting, Printmaking, Sculpture and Ceramics. The Project shall interpret visual in sequential motion, of tempo and duration. It can be in a single medium or combinations of media such as video, audio, telecommunications, animation, installation and et cetera.
Transferable Skills	computer, design, communication, time based media, new media
Teaching Methodologies	Lectures, Studio, Museum Session, Presentation, Workshop
CLO	<p>CLO1 Integrate the formulation to analyse the problem using scientific skills in developing problem statement in the discipline through the understanding of art and context</p> <p>CLO2 Construct systematically base on guided response in producing drawing using appropriate material and techniques in visual proposal through the understanding of art and context</p> <p>CLO3 Build using appropriate skills from the guided response of visual proposal in the final execution through the application of elements and principles in art and using appropriate technicalities</p> <p>CLO4 Demonstrate the value of information through communication on final execution of the philosophical interpretation (art & context, artist(s) influence, technicalities)</p> <p>CLO5 Justify for valuing the discipline phenomena by managing the information through the portfolio, written report, display of artwork and self-involvement assessment</p>
Pre-Requisite Courses	No course recommendations
Topics	
1. WEEK 1: RESEARCH & THEORY 1.1) 1. Formulate research problem 1.2) 2. Conducting literature search & literature review	
2. WEEK 2: RESEARCH & THEORY 2.1) 1. Choosing a research method 2.2) 2. Discussing research data	
3. WEEK 3 : VISUAL & THEORY 3.1) Finding References	
4. WEEK 4: VISUAL DEVELOPMENT 4.1) 1. Discussing & formulating drawing sketches 4.2) 2. Choosing and discussing final outcome: Drawing research	
5. WEEK 5: VISUAL DEVELOPMENT 5.1) How to conduct, choose and discuss materials and techniques	
6. WEEK 6: VISUAL DEVELOPMENT 6.1) Doing the mock-up/visual simulation,story line,	
7. WEEK 7: VISUAL DEVELOPMENT 7.1) Studio presentation for artist impression & class critic / storyboard	

<p>8. WEEK 8: FINAL EXECUTION 8.1) Choose approach, technicality and materia</p>
<p>9. WEEK 9: FINAL EXECUTION 9.1) 1. Select systematic approach in technicalities 9.2) 2. Build the artwork guided from the selective visual images</p>
<p>10. WEEK 10: FINAL EXECUTION 10.1) 1. Select systematic approach in technicalities 10.2) 2. Build the artwork guided from the selective visual images</p>
<p>11. WEEK 11: FINAL EXECUTION 11.1) 1. Build the artwork guided from the selective visual images and technicalities</p>
<p>12. WEEK 12: FINAL EXECUTION 12.1) 1. Assessment on Content 12.2) 2. Materials for final 12.3) 3. Rechecking finishing & technique</p>
<p>13. WEEK 13: PRESENTATION 13.1) 1. Oral presentation 13.2) 2. Rechecking finishing & technique</p>
<p>14. WEEK 14: PORTFOLIO 14.1) 1. Preparing a portfolio and written journal 14.2) 2. Preparing for assessment and exhibition</p>

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	final execution	30%	CLO3
	Presentation	portfolio & self-improvement	10%	CLO4
	Presentation	exhibition	15%	CLO5
	Visual Assessment	Visual Process Assessment	20%	CLO2
	Written Report	Research Paperwork Assessment	25%	CLO1

Reading List	This Course does not have any book resources
Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources