

## University of the West of Scotland

## Module Descriptor

Session: 2024/25

<b>Title of Module: Projection Art</b>			
<b>Code: DAAD09007</b>	<b>SCQF Level: 9 (Scottish Credit and Qualifications Framework)</b>	<b>Credit Points: 20</b>	<b>ECTS: 10 (European Credit Transfer Scheme)</b>
<b>School:</b>	School of Business & Creative Industries		
<b>Module Co-ordinator:</b>	Dr Trent Kim		
<b>Summary of Module</b>			
<p><b>Projection Art introduces students to the fundamentals of projection art and its contemporary examples. Through a series of practical workshops and group projects, the students will learn about lighting, sound and projection mapping to create an artistic spatial integration of multiple digital content.</b></p> <ul style="list-style-type: none"> <li>• Relationship between Light and Surface</li> <li>• Interaction between Sound and Image</li> <li>• Basics of Projection Mapping and Operation</li> </ul>			

<b>Module Delivery Method</b>					
<b>Face-To-Face</b>	<b>Blended</b>	<b>Fully Online</b>	<b>HybridC</b>	<b>Hybrid 0</b>	<b>Work-Based Learning</b>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>See Guidance Note for details.</b>					

<b>Campus(es) for Module Delivery</b>						
The module will <b>normally</b> be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit) (tick as appropriate)						
<b>Paisley:</b>	<b>Ayr:</b>	<b>Dumfries:</b>	<b>Lanarkshire:</b>	<b>London:</b>	<b>Distance/Online Learning:</b>	<b>Other:</b>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add name

<b>Term(s) for Module Delivery</b>
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(Provided viable student numbers permit).					
Term 1	<input type="checkbox"/>	Term 2	<input checked="" type="checkbox"/>	Term 3	<input type="checkbox"/>

<p><b>Learning Outcomes: (maximum of 5 statements)</b>  <b>These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module.</b>          At the end of this module the student will be able to:</p>	
L1	Demonstrate critical knowledge and understanding of contemporary practices in projection art
L2	Demonstrate an advanced level of competence in projection art
L3	Justify creative, technical and/or conceptual choices regarding your projection project
L4	Take responsibility for interacting professionally with your colleagues and learners
L5	Take responsibility for own and others' contributions to collaborative learning activities
<p><b>Employability Skills and Personal Development Planning (PDP) Skills</b></p>	
<b>SCQF Headings</b>	During completion of this module, there will be an opportunity to achieve core skills in:
Knowledge and Understanding (K and U)	<p>SCQF Level <b>9</b></p> <p>Demonstrate critical knowledge and understanding of contemporary issues and debates in the field of new media art.</p>
Practice: Applied Knowledge and Understanding	<p>SCQF Level <b>9</b></p> <p>Demonstrate an advanced level of competence in at least one new media art technique.</p>
Communication, ICT and Numeracy Skills	<p>SCQF Level <b>9</b></p> <p>Justify creative, technical and/or conceptual choices persuasively to others.</p>
Autonomy, Accountability and Working with others	<p>SCQF Level <b>9</b></p> <p>Take Responsibility for interacting professionally with colleagues and learners.</p> <p>Take responsibility for own and others' contributions to collaborative learning.</p>

<b>Pre-requisites:</b>	Before undertaking this module the student should have undertaken the following:	
	<b>Module Code:</b>	<b>Module Title:</b>
	<b>Other:</b>	
<b>Co-requisites</b>	<b>Module Code:</b>	<b>Module Title:</b>

\*Indicates that module descriptor is not published.

<b>Learning and Teaching</b>	
<b>Learning Activities</b> During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	<b>Student Learning Hours</b> (Normally totalling 200 hours):
Lecture/Core Content Delivery	12
Laboratory/Practical Demonstration/Workshop	24
Independent Study	164
	200 Hours Total
<b>**Indicative Resources: (eg. Core text, journals, internet access)</b>	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes:</p> <p>Cancellaro, J. (2007) Exploring Sound Design for Interactive Media. Clifton Park, NY: Thomson.</p> <p>Fraser, N. (2017) Stage Lighting Design. 2nd ed. Ramsbury: The Crowood Press.</p> <p>Maniello, D. (2017) Augmented Reality in Public Spaces: Basic Techniques for Video Mapping. Brienza, Italy: Le Penseur.</p>	
(**N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)	
<b>Attendance and Engagement Requirements</b>	
In line with the <a href="#">Student Attendance and Engagement Procedure</a> : Students are academically engaged if they are regularly attending and participating in timetabled	

on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

### Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: [UWS Equality, Diversity and Human Rights Code](#).

Due to the nature of working with high intensity and strobe lighting, g, this module's standard assignment might impose a health risk, however, necessary adjustments can be provided to help those who have photosensitive or other relevant conditions to undertake this module.

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

### Supplemental Information

<b>Divisional Programme Board</b>	Art & Media
<b>Assessment Results (Pass/Fail)</b>	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
<b>School Assessment Board</b>	Arts & Media
<b>Moderator</b>	Dr Aislinn White
<b>External Examiner</b>	G. Wall
<b>Accreditation Details</b>	
<b>Changes/Version Number</b>	1.07

### Assessment: (also refer to Assessment Outcomes Grids below)

Assessment 1 – Portfolio (Mixed, Group) (50%)

Each group is required to digitally document the process and outcome of their projection art project.

Assessment 2 – Sketchbook (Individual) (50%)

Each student is required to develop an individual sketchbook to document and reflect on their activities related to the group project.

(N.B. (i) **Assessment Outcomes Grids** for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module

will be assessed.

(ii) An **indicative schedule** listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

**Assessment Outcome Grids (See Guidance Note)**

<b>Component 1</b>							
<b>Assessment Type (Footnote B.)</b>	<b>Learning Outcome (1)</b>	<b>Learning Outcome (2)</b>	<b>Learning Outcome (3)</b>	<b>Learning Outcome (4)</b>	<b>Learning Outcome (5)</b>	<b>Weighting (%) of Assessment Element</b>	<b>Timetabled Contact Hours</b>
Portfolio of practical work	✓	✓	✓	✓	✓	50	2

<b>Component 2</b>							
<b>Assessment Type (Footnote B.)</b>	<b>Learning Outcome (1)</b>	<b>Learning Outcome (2)</b>	<b>Learning Outcome (3)</b>	<b>Learning Outcome (4)</b>	<b>Learning Outcome (5)</b>	<b>Weighting (%) of Assessment Element</b>	<b>Timetabled Contact Hours</b>
Workbook/ Laboratory notebook/ Diary/Training log/Learning log	✓	✓	✓	✓	✓	50	0.5

<b>Combined Total for All Components</b>						<b>100%</b>	<b>2.5 hours</b>
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**Change Control:**

<b>What</b>	<b>When</b>	<b>Who</b>
Further guidance on aggregate regulation and application when completing template	16/01/2020	H McLean
Updated contact hours	14/09/21	H McLean
Updated Student Attendance and Engagement Procedure	19/10/2023	C Winter
Updated UWS Equality, Diversity and Human Rights Code	19/10/2023	C Winter
Guidance Note 23-24 provided	12/12/23	D Taylor
General housekeeping to text across sections.	12/12/23	D Taylor

**Version Number: MD Template 1 (2023-24)**