ADAD9406
Creative Experimentation

Term Summer, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

'Creative Experimentation' is designed to help you experience the full potential of your own creativity by engaging in experimental art, design or digital media practices. You will also learn how to apply these principles of experimentation to your own area of study in this intensive course.

This course will extend your knowledge, research and technical skills through discourse and engagement in reflective practice and concept development. You will work with peers from a wide range of backgrounds such as design, science, medicine, creative artists, engineering, architecture, mathematics, etc., to develop practice-led research within the areas of emerging technologies. You will be guided in generating random data based upon a physical location, which you will visualise in different creative mediums. The result of this process will be a body of work through which you can demonstrate your experimental process, resulting in a range of innovative, unexpected creative outputs. By engaging with this process using a range of emergent technologies, you will broaden your existing knowledge and skills, and develop a framework for experimentation that is current, innovative, personally meaningful, and professionally relevant.

This course is a part of the of ADADA2 Creativity and Innovation Stream, and is open to students from all faculties and disciplines. You are also able to enrol in this course separately as an elective or general education course.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Explore and discuss the role of experimentation in art and design to create foundation for their own practice.
2. Conduct experimental research that allows for the potential of new models of creativity and innovation in a diverse range of disciplines.
3. Visualise and present experimental outcomes that demonstrate self directed research.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Other
- Moodle - learning management system

UNSW wiki

Lectures

Studio

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	“Serendipity” - Part 1: Innovative and conceptual progress	20%	Art Studio Work
Assessment Task 2	“Serendipity” - Part 2: Independent progress	30%	Art Studio Work
Assessment Task 3	“Serendipity” - Part 3: Skilful progress	50%	Art Studio Work

References for this Course

Materials for classes and Development Tasks

Students are encouraged to explore a wide range of mediums and technologies in the development of their project.

Students should bring their own laptop computers.