GROSSMONT COLLEGE

Official Course Outline

ART 104 – ARTISTS AND DESIGNERS TODAY

1. Course Number Course Title Semester Units Semester Hours

ART 104 Artists and Designers 3 3 hours lecture: 48-54 hours

Today 96-108 outside-of-class hours

144 – 162 total hours

2. Course Prerequisite

None

Corequisite

None

Recommended Preparation

None

3. Catalog Description

This course examines the wide variety of formats that contemporary artists work in today. It is an overview of current practices and enables students to gain insight into art, design, craft and new genre disciplines, including but not limited to painting, sculpture, graphic design, interior design, industrial design, furniture design, photography, fibers, ceramics, metalwork, installation, performance, street art and multimedia.

Students will be introduced to ways in which visual culture is contextualized, theorized, and displayed through curatorial studies as well as social media. Students will be exposed to course content through lecture, visiting artists talks, readings, and visits to local galleries and museums. This course is designed for students beginning the study of art and/or related disciplines.

4. Course Objectives

The student will:

a. Explain how contemporary artists approach the creative process in their particular disciplines

b. Compare and contrast the many forms in which artists and designers are working today and acknowledge the interdisciplinary nature of the contemporary visual arts and design world

c. Describe the ways in which visual culture is theorized, contextualized and displayed through art historical and curatorial studies

d. Analyze historical and contemporary influences in the development of contemporary art and design practices

e. Summarize the interrelationship of history, theory, and practice of contemporary art, craft, design, and related scholarship

f. Identify possible career paths and business practices for budding artists and designers

5. Instructional Facilities

a. Art studio or hall with tables and chairs or online

b. Audio-visual equipment: digital video projector, computer, screen, access to the web, document camera.

6. Special Materials Required of Students

Access to a computer or smartphone

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7. Course Content

1. Overview of various contemporary artistic formats such as furniture design, photography, metalwork, or installations.
2. Overview of current practices with an emphasis on art, design, craft and new genre disciplines.
3. Contextualization and theory of visual culture through curatorial studies and social media,
4. Career paths and business practices for beginning artists and designers
5. Interrelationship of history, theory, and practice of contemporary art, craft, design, and related scholarship
6. Historical and contemporary influences in the development of contemporary art and design practices

8. Method of Instruction

1. Lecture and demonstration
2. Group and individual instruction
3. Discussion seminar
4. Visiting artists speaking to class on campus and off campus venues
5. Online articles and assignments

9. Methods of Evaluating Student Performance

a. Written assignments, which may include quizzes, essays, or reports such a critical review of an art or design major exhibition.

1. Evaluation of student lecture journal completion
2. Student participation in class activities, events, and discussions

d. A comprehensive written final exam

10. Outside Class Assignments

1. Research artists and designers online. Example: Go to *Art in the 21st Century* and browse the *Art 21 Index* to find at least five artists or designers that speak to your own aesthetic and five that do not.
2. Visit galleries and alternative spaces to see how artists are displaying and promoting their artwork

Example: Most colleges and universities have galleries on campus that are free to the public.

c. Group research and activity project

Example: Collaborative Project: Curate a Virtual Art Exhibition. Research artist and designers to prepare a virtual art exhibition based on works that are common to a theme chosen by the curatorial team.

d. Attend local artists lectures and complete lecture journals assignments

Example: The Hyde Art Gallery often hosts artists talks and lectures in conjunction with current exhibits.

e. Written report on visit to museum: Example: *Critical Exhibition Review* - write a critical review of an art or design major exhibition, including a description, interpretation and evaluation of the work(s) in the exhibition.

11. Texts

1. Required text:
2. Atkinson, Karen and GYST Ink. *Getting Your Sh\*t Together: A Manual For Teaching Professional Practices To Artists*. North Charleston: SC, CreateSpace Independent Publishing Platform, 2010.
3. Dewitte, Debra J., Ralph M. Larmann, and M. Kathryn Shields. *Gateways to Art.* New York: NY. Thames & Hudson, 2018
4. Supplementary texts:

Selected technical materials and specifications provided by the instructor.

Addendum: Student Learning Outcomes:

Upon completion of this course, our students will be able to do the following:

a. Compare and contrast the many forms that artists and designers are working in today

b. Apply appropriate vocabulary for discussing art formats and concepts

c. Verbalize the interrelationship of history, theory, and practice of contemporary art, craft, or design

Date approved by the Governing Board: May 21, 2019