# The University of Sydney

# Sydney College of the Arts

## Handbook 1996

*Editor*
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# electronic & temporal arts

**The Electronic & Temporal Arts Studio provides a study program in which students acquire an informed awareness of the practices of time-based art forms, using film and electronic media, as well as related installation or image making processes. The theoretical component of the program investigates the emergence of electronic and temporal arts as a twentieth century phenomenon.**

**The program encompasses video, film, sound and computer technologies and f ocusses on the agency of the artist and the place of these technologies in the context of the visual arts.**

**Students are encouraged to develop an experimental approach to the use and understanding of contemporary time-based or electronic art forms and to explore combinations of video, sound, computer and film in order to form cross-media practices.**

### the aims

1. To provide students with a foundation in, and critical approaches to, the histories, theories and technologies of Electronic and Temporal Arts and their relationship to other art practices.

2. To develop familiarity and expertise in the skills and techniques involved in these fields, including both analogue and digital processes.

3. To explore and promote interdisciplinary practices with other studios within the School of Visual Art.

4. To encourage experimentation and produce independent, self-motivated artists with expertise in the field.

### the program

### Resources of the studio

The Electronic and Temporal Arts Studio is equipped with multi-format video production and post-production technologies including VHS, SVHS and U - Matic format, film-making facilities in super-eight and 16mm format, computer image visualisation work stations utilising Amiga and Macintosh platforms, multi-track digital / analogue sound recording and mastering systems with digital effects and sampling capabilities.

### Year 1

### Studio Major

First year students will be introduced to various technologies of the Studio and experiment in their use within a structured project-based course. The structure is based on the development of studio and critical skills in the four areas: Film, Video, Sound and Computer arts..

### Learning Outcomes

The ability to listen,observe and communicate effectively in the studio environment.
Achievement of introductory skills in the creative use and application of studio technologies.
Willingness to critically and objectively evaluate studio practices and procedures.
An understanding of Occupational Health and Saftey practices.

### Studio Theory

At this level students are introduced to a range of historical developments and theoretical debates that have helped shape an understanding of chemically and electronically produced art works in the 19th and 20th centuries. In addition, Studio Theory addresses the relationship of these art forms to the traditional visual arts.
This program is conducted through lectures, seminars, tutorials and reading groups.

## Learning Outcomes

A critical understanding of fundamental concepts relevant to film and electronic art.
Achieve the capacity to participate in group discussion where ideas and opinions are objectively expressed.
The production of articulate and informed written communication.

*Written requirements:*
There will be a written requirement of 1,000 - 2,000 words.

## Foundation Studies

A core introduction to basic concepts and processes in the visual arts through Studio based projects, tutorials and seminars. Projects will be cross-disciplinary and are intended to introduce students to the potential of the particular Studios. In Electronic and Temporal Arts this may include introduction to basic studio production techniques.

## Learning Outcomes

Achievement of introductory skills using a variety of mediums available in the studio.
Experience in critically observing the implications of working with electronically based media.
The ability to apply Occupational Health and Safety standards to all aspects of studio practice.

## Assessment

Assessment is progressive throughout the semester. This process is considered a part of learning, through the acquisition of the skills of critical analysis and self-evaluation.

Assessment includes meeting with Academic Advisor and the student in front of the work, during which discussion and evaluation of the semester's work takes place. Refer to *College Assessment Criteria page 61*.

### *Year 2*

## Studio Major

Students will be expected to specialise in two of the four strands offered in Electronic & Temporal Arts. The direction and development of the students work will be accompanied by the relevant skills within the areas of technologies in w.hich he/she is working.

Studio work will be self-initiated in consultation with staff. Students are required to maintain regular contact with their Academic Advisors to discuss the progress and direction of their work. In addition, work will be discussed critically with members of staff and other students in tutorial situations and it is expected that studio work will both inform and be informed by Studio Theory.

As the year progresses students will be expected to consolidate approaches to their chosen studio strands which are personally relevant and to continue to develop and extend the production skills appropriate to these approaches.

## Learning Outcomes

Consolidation of technical expertise and refinement of conceptual and developmental processes.
Ability to initiate studio projects that are successfully realised within a time management framework.
Ability to critically evaluate individual initiatives and define personal outcomes.
Ability to apply Occupational Health and Saftey standards to all aspects of studio practice.

## Studio Theory

Students will examine the theoretical implications of work carried out in the Studio and will be encouraged to elaborate those which are appropriate to Studio practice. Through a series of lectures, seminars and reading groups students study a range of issues that address concerns pertaining to Electronic & Temporal Arts studies. Projects will involve use of the Information Resources Centre, National Film Archives, galleries and other resources.

## Learning Outcomes

A deeper understanding of theoretical concerns, issues and debates informing electronic and temporal media arts.
Ability to identify individual theoretical interests and establish a personal study methodology.
Concern to produce clear and reflective written responses.

*Written requirements:*
There will be a written requirement of 2,000-3,000 words.

## Complementary Study

Students will be expected to explore possible approaches to one of the four strands offered in Electronic & Temporal Arts, in order to develop a direction and working process that is personally relevant and to develop the skills and familiarity with the appropriate technologies that are relevant.

Such arrangements are negotiated with their immediate Academic Advisor and must be seen as complementary to their main focus of the studio work.

## Learning Outcomes

Consolidation of technical skills and appropriate working methodologies in the studio environment.
Ability to critically evaluate the implications of working with studio based technologies and procedures.

Concern to apply Occupational health and Saftey standards to all aspects of studio practice.

## Assessment
Assessment is progressive throughout the semester. This process is considered a part of learning, through the acquisition of the skills of critical analysis and self-evaluation. Assessment will take into consideration attendance at scheduled classes and in the studio, and the meeting of deadlines and other requirements which may be set. There will be an end of semester review of each student's progress, when a graded mark will be determined.

Assessment includes a meeting with academic advisors and the student in front of the work, during which discussion and evaluation of the semester's work takes place. Refer to *College Assessment Criteria page 61*.

## *Year 3*

## Studio major
Students will be expected to confidently explore their chosen strands of study, to refine studio skills and to demonstrate facility with the working process appropriate to this enterprise. A coherent body of work, evidence of an independent practice, is the desired outcome of this stage.

## Learning Outcomes
The initiation of creative works at an advanced level of conceptual and technical expertise.
Consolidation of effective work practices, time management procedures and independent study.
Ability to critically identify personal goals and objectives

## Studio Theory
Students will be further encouraged to think critically and, from an informed basis, to expand their understanding of the range of contemporary practices in video, film, sound and computer arts.
Studio Theory for Year 3 focuses on contemporary theoretical work being done in the areas of the electronic arts. As well, it undertakes critical approaches to current debates and issues particularly in regard to electronic and traditional media.
There is also a detailed focus on the history of the temporal arts in Australia, establishing some continuity with the first year Studio Theory course on the emergence of contemporary art making technologies.

## Learning Outcomes
Ability to identify theoretical models relevant to individual studio practice

Ability to articulate concepts and express ideas that are critically informed and culturally aware Facility to produce clear,reflective written and verbal communication

*Written requirements:*
There will be a written requirement of 2,000- 4,000 words.

## Complementary Study
A coherent body of work, linking their Major and the Electronic & Temporal Arts strand as evidence of an independent practice or substantial investigation which will serve as a foundation for further study. Students will be expected to have consolidated an approach to the chosen strand in Electronic & Temporal Arts and their work should demonstrate a link between their Major and this complementary study area.

## Learning Outcomes
Facility to apply studio production skills at an advanced level of conceptual and technical expertise
Refinement of working methodologies and identification of personal aims and objectives
Ability to apply Occupational Health and Saftey standards to all aspects of studio practice

## Professional Practice
See p.10

## Assessment
Assessment is progressive throughout the semester. This process is considered a part of learning, through the acquisition of the skills of critical analysis and self-evaluation. Assessment will take into consideration attendance at scheduled classes and in the studio, and the meeting of deadlines and other requirements which may be set. There will be an end of semester review of each student's progress, when a graded mark will be determined.

Assessment includes meeting of the Academic Advisors and the student in front of the work, during which, discussion and evaluation of the semester's work takes place. The student is encouraged to evaluate their own progress, in the effort to understand their own development.
Refer to *College Assessment Criteria page 61*.

## HONOURS YEAR AND POSTGRADUATE STUDIES

## Graduate Diploma in Visual Arts:
Study at this level is based on a proposed area of individual investigation in consultation with staff. Attendance and participation in a seminar and critique program within the studio is expected. Regular critiques and group and individual

tutorials with staff are seen as opportunities to exchange and develop ideas. For further requirements see *Postgraduate Study and Honours.*

## Master of Visual Arts:
Study at this level is based on a proposed area of individual investigation or research, in consultation with nominated staff. Regular tutorials with staff provide the candidate with supervision within the studio. For further requirements see *Postgraduate Study.*

## ELECTRONIC & TEMPORAL ARTS YEAR 1

### *Semester 1*

**1.1266.1 Electronic & Temporal Arts Studio Theory 1        2 units**
Prerequisites: nil
Corequisites: .1.1265.1

**1.1265.1 Electronic & Temporal Arts Studio Major 1        12 units**
Prerequisites: nil
Corequisites: .1.1266.1

**1.1244.1 Foundation Studies 1        6 units**
Prerequisites: nil
Corequisites: nil

### *Semester 2*

**1.2261.2 Electronic & Temporal Arts Studio Theory 2        2 units**
Prerequisites: .1.1266.1
(or as otherwise approved)
Corequisites: 1.2259.2

**1.2259.2 Electronic & Temporal Arts Studio Major 2        12 units**
Prerequisites: .1.1265.1
(or as otherwise approved)
Corequisites: .1.2261.2

**1.2267.2 Foundation Studies 2        6 units**
Prerequisites: 1.1244.1
Corequisites: nil

## ELECTRONIC & TEMPORAL ARTS YEAR 2

### *Semester 1*

**2.3086.1 Electronic & Temporal Arts Studio Theory 3        4 units**
Prerequisites: 1.2261.2
Corequisites: .2.3081.1

**2.3081.1 Electronic & Temporal Arts StudioMajor 3        16 units**
Prerequisites: .1.2259.2
 (or as otherwise approved)
Corequisites: .2.3086.1

**2.3080.1 Electronic & Temporal StudioMajor 3        12 units**
Prerequisites: .1.2259.2
(or as otherwise approved)
Corequisites: .2.3086.1

**2.3089.1 Electronic & Temporal Arts Complementary Study 3        4 units**

### *Semester 2*

**2.4140.2 Electronic & Temporal Arts Studio Theory 4        4 units**
Prerequisites: 2.3086.1
Corequisites: .2.4139.2/2.4138.2

**2.4139.2 Electronic & Temporal Arts Studio Major 4        16 units**
Prerequisites: 2.3081.1/2.3080.1
(or as otherwise approved)
Corequisites: .2.4140.2

**2.4138.2 Electronic & Temporal Arts Studio Major 4        12 units**
Prerequisites: 2.3081.1/2.3080.1
(or as otherwise approved)
Corequisites: .2.4140.2

**2.4141.2 Electronic & Temporal Arts Complementary Study 4        4 units**

## ELECTRONIC & TEMPORAL ARTS YEAR 3

### *Semester 1*

**3.5562.1 Electronic & Temporal Arts Studio Theory 5        2 units**
Prerequisites: 2.4140.2
Corequisites: .3.5561.1/3.5559.1

**3.5561.1 Electronic & Temporal Arts Studio Major 5        16 units**
Prerequisites: 2.4139.2/2.4138.2
(or as otherwise approved)
Corequisites: .3.5562.1

**3.5559.1 Electronic & Temporal Arts Studio Major 5        12 units**
Prerequisites: 2.4139.2/2.4138.2
(or as otherwise approved)
Corequisites: .3.5562.1

**3.5563.1 Electronic & Temporal Arts        4 units
Complementary Study 5**

### *Semester 2*

**3.6791.2 Electronic & Temporal Arts Studio Theory 6        2 units**
Prerequisites: 3.5562.1
Corequisites: .3.6790.2/3.6789.2

**3.6790.2 Electronic & Temporal Arts Studio Major 6        16 units**
Prerequisites: 3.5561.1/3.5559.1
(or as otherwise approved)
Corequisites: .3.6791.2

**3.6789.2 Electronic & Temporal Arts Studio Major 6        12 units**
Prerequisites: 3.5561.1/3.5559.1
(or as otherwise approved)
Corequisites: .3.6791.2

**3.6792.2 Electronic & Temporal Arts Complementary Study 6        4 units**