

2020-21 Spring

HART 1001 **Arts and Creativity** (2 credits)

Instructor: Brian LAU (Email: brian@mad-studios.com)
Program Officer: Vickie Wong (Email: vickiewong@ust.hk)
Time: Wednesdays & Fridays | 14:30 pm – 16:20 pm
Venue: Mixed-mode **(Venue TBC)**
Office Hours: By appointment

Course Description

An experiential learning course designed to engage students in exploring arts and their own creative abilities through a series of lectures/seminars on arts and creativity, art tutorials and enrichment activities. Students will have the opportunities to create their own artwork and learn through guided reflective activities.

Intended Learning Outcomes

Upon completion of this course, students are expected to be able to:

1. Apply the theory of creativity and the creative tools and process in relation to visual expression, creation and execution
2. Master at fundamental level an art skill
3. Demonstrate reflective ability in the understanding and appreciation of creative works

Minimum Attendance Requirements for a 'Pass'

The course is divided into 2 major components. The first component of the course will be on creativity and creative thinking exercises. The second component will be on applying the theory and tools of creativity to artistic production. Owing to the highly practicum content, regular attendance in class is essential. The course requires students to attend at least **17 sessions (80%)** after add/drop period, including any approved excuses.

Remarks

Please note that students will have to pay for their own material fee involved in the creation by themselves. Estimated cost will be around HK\$250:

List of materials

- 1) one set of colour pencils (at least 12 colours)
- 2) one set of soft chalk pastels (NOT WAX) (at least 12 colours)
- 3) one set of graphite pencils (2B, 4B, 6B) + erasers (1 soft, 1 kneadable)
- 4) charcoal sticks (medium grade, one box)
- 5) conte sticks (brown, black, white)
- 6) one sketch book/pad A3
- 7) collect on their own, a variety of papers and substrates eg. newspaper, carton paper, tracing paper, wooden boards etc.

Course Schedule & Outline

Session	Date	Topics	ILO(s)
1	3 Feb	Lecture: Introduction to Creativity Creativity in Art and Design An introduction to basic theories and methodologies of creativity and how to encourage your own personal creativity in the context of art and design.	1, 3
2	5 Feb	Tutorial/Practicum: Drawing, Creativity & Visual Communication Introduction to basic drawing and visualisation tools and techniques in Art and Design.	1,2,3
3	10 Feb	Lecture: Developing Ideational Fluency 1 Introduction to creative tools: Paradigm Charts and Forced Connections	1, 3
4	17 Feb	Tutorial/Practicum: Using the creative tools introduced in Session 3, students will be asked to create two visualisations on paper.	1, 3
5	19 Feb	Lecture: Developing Ideational Fluency 2 Introduction to creative tools: Brainstorming/Free Association and Mind mapping	1,3
6	24 Feb	Tutorial/Practicum: Using the creative tools introduced in Session 5, students will be asked to create two visualisations on paper.	1, 2, 3
7	26 Feb	Lecture: Developing Ideational Fluency 3 Introduction to creative tools: Oblique Strategies and Reframing	1, 3
8	3 Mar	Tutorial/Practicum: Using the creative tools introduced in Session 7, students will be asked to create two visualisations on paper.	1, 2, 3
9	5 Mar	Lecture: Sources of Creative Stimulation: Collections Students will learn the purpose behind collecting and discover its importance to creative thinking.	1, 3
10	10 Mar	Tutorial/Practicum: Students will be asked to bring in a personal collection and using that collection (and others) to create two visualisations on paper and other media.	1, 2, 3
11	12 Mar	Lecture: Sources of Creative Stimulation: Synesthesia Students will be introduced to synesthetic effects as a source for creativity.	1, 3
12	17 Mar	Tutorial/Practicum: Students will be asked to use synesthetic effects to create a series visualisations on paper and other media.	1, 2, 3
13	19 Mar	Lecture: An introduction to Wicked Problems vs. Tame Problems	1, 3

14	24 Mar	Tutorial/Practicum: Students will be asked to tackle a 'Wicked Problem'. They can use any of the creativity techniques introduced to formulate plausible 'solutions' and to visualise those solutions on paper and other media.	1, 2, 3
15	26 Mar	Lecture: Research for inspiration in Art and Design 1: The Spaces of Meaning Students will be introduced to the Spaces of meaning as a catalyst for their creative activity.	1, 3
16	7 Apr	Tutorial/Practicum: Each student will be asked to 'create' their own SIX SPACES diagram and to use that diagram as a basis for the creation of an original drawing.	1, 2, 3
17	9 Apr	Lecture: Research for inspiration in Art and Design 2: STORYTELLING: Fictioning and Futuring Students will be introduced to ideas in Fictioning and Futuring as a first stage in their creative activity.	1, 3
18	14 Apr	Tutorial/Practicum: Each student will be asked to create their own DESIGN FICTION AND FUTURE in the form of a drawing/storyboard/comic book etc. Students are encouraged to explore and be creative in their selection of visualisation methods.	1, 2, 3
19	16 Apr	Guest Lectures: - Henk Susanto, Computer Scientist and Interaction Artist - Soloman Yu	1, 3
20	21 Apr		1, 3
21-23	23 Apr 28 Apr 30 Apr	Tutorial/Practicum: Final Project (Individual)	1, 2, 3
24	5 May	Presentation of Final Projects 1 students will be asked to submit a JPEG image of their final work.	1, 2, 3
25	7 May	Presentation of Final Projects 2 All the works will be compiled into a digital album. students will be asked to look over the digital album and to write 100 words on ONE PIECE that they like and to offer suggestions on how to make it even more creative using the methodologies and principles presented in the course.	1, 2, 3

Assessment

Assessment Task	Description	ILO(s)
Written Essay (20%)	<p>Written essays may be on any issue or topic that the students find engaging through their participation in this course. It may include investigations into specific artists, or even an analysis of a type of media or material etc.</p> <p>Length: 5 - 8 pages (12pt font, double spaced). Please submit to CANVAS on or before the following deadline.</p> <p>Due date: [14 MAY, 2021]</p>	1, 3
Individual artwork + presentation (40%)	<p>The Individual Artwork and Presentation will comprise of a finished piece of art in any chosen media and topic and an in-class presentation of the work in Session 24 or 25.</p> <p>The nature of the work will be worked out in discussion with the tutor during the tutorial/practicum sessions.</p>	1, 2, 3
Attendance, Overall performance in tutorial/practicum sessions (20%)	<p>Students are required to play an active role in class by devoting themselves in class exercises, exchanging critical comments and supporting ideas to improve each other's work.</p> <p>Active participation is fundamental in practicum courses so that students will gain the first-hand experience of using creative tools and making their own works.</p> <p>(Applies to Zoom) Students arriving 10 minutes after the beginning of each session will be counted as late. Being late or leaving early for more than 10 minutes twice will be counted as one absence.</p>	1, 2, 3
Learning portfolio (10%)	<p>An organized collection of works done in-class will garner a minimum 6/10 while substantial additional work will entitle the student to the bonus 4/10.</p> <p>Due date: [12 MAY, 2021]</p>	1, 2, 3
Extra Activity (10%)	<p>The EA will comprise of an independent effort in participating in an arts related activity such as visiting a gallery/museum, speaking with an artists/creative etc. and documenting that activity.</p> <p>This activity can be conducted at any time over the course.</p> <p>Due date: [1 MAY, 2021] A written report and visual documentation of the activity should be due on this date. The document will be submitted as a PDF file (or any other appropriate format) to a destination to be specified at a later date.</p>	1, 3

Note: Penalty for late submissions: 10% of mark will be deducted per day, no late submission is allowed after a week of the deadline

References

Textbook/Required Learning Materials

1. Fung, A., Lo, A. and Rao, M.N. (2005). *Creative Tools*. Hong Kong: School of Design, The HongKong Polytechnic University
2. *The Visual Story* – Bruce Block (Focal Press)
3. *The Really Hard Problem, Meaning in a Material World* - Owen Flanagan (Bradford Books)

Recommended/Supplementary Learning Materials Books

1. Arden, P. (2006). *Whatever You Think, Think the Opposite*. London: Penguin Books Ltd
2. De Bono, E. (1992). *Serious Creativity*. New York: Harper Business
3. Oech, R. (1990). *A Whack on the Side of the Head*. New York: Warner Books Inc
4. Treffinger, D.J., Isaksen, S.G. and Dorval, B.K. (2000). *Creative Problem Solving: An Introduction* (3rd ed.). New Jersey: Prutrock Press Inc

E-resources

1. Brain Dominance Test: www.ipn.at/ipn.asp?BHX
2. David Kelley: How to Build Your Creative Confidence: www.youtube.com/watch?v=16p9YRF0I-g
3. www.ted.com/topics/creativity
4. Tim Brown: Tales of Creativity and Play: [http://new.ted.com/talks/tim brown on creativity and play](http://new.ted.com/talks/tim%20brown%20on%20creativity%20and%20play)

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