

2021-22 Spring

HART 1001 Arts and Creativity (2 credits)

Instructor: Mr. Benny LAU (Email: TBC)
Program Officer: Mr. Jeff LAI (Email: jefflai@ust.hk)
Time: Monday & Wednesday | 14:30 – 16:20
Venue: Room 4582 (lift 27-28)
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 **16 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\$300:

List of materials

- 1) one set of colour markers (at least 12 colours)
- 2) one set of graphite pencils (2B,4B,6B) + erasers
- 3) one set of acrylic colour (at least 6 colours)
- 4) one sketch book (A3 size)
- 5) one clear folder/box (A3 size)

Course Schedule & Outline

Session	Date	Topics	ILO(s)
1	7 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	9 Feb	Tutorial/Practicum: Drawing, Creativity & Visual Communication Introduction to basic drawing and visualisation tools and techniques in Art and Design.	1,2,3
3	14 Feb	Lecture: Developing Ideational Fluency 1 Introduction to creative tools: Divergent and Convergent thinking	1, 3
4	16 Feb	Tutorial/Practicum: Base on the creative tools introduced in Session 3, students will be guided to create and discuss visual artworks together on the class.	1, 3
5	21 Feb	Lecture: Developing Ideational Fluency 2 Introduction to creative tools: Free Association and Forced Connection	1,3
6	23 Feb	Tutorial/Practicum: Base on the creative tools introduced in Session 5, students will be guided to create and discuss visual artworks together on the class.	1, 2, 3
7	28 Feb	Lecture: Developing Ideational Fluency 3 Introduction to creative tools: Ways of Seeing and Framing	1, 3
8	2 Mar	Tutorial/Practicum: Base on the creative tools introduced in Session 7, students will be guided to create and discuss visual artworks together on the class.	1, 2, 3
9	7 Mar	Lecture: Developing Ideational Fluency 4 Introduction to creative skills: The Medium and Space for creativity	1, 3
10	9 Mar	Tutorial/Practicum: Base on the creative tools introduced in Session 9, students will be guided to create and discuss visual artworks together on the class.	1, 2, 3
11	14 Mar	Lecture: Developing Ideational Fluency 5 Introduction to creative skills: Synesthetic effects as a creative language	1, 3
12	16 Mar	Tutorial/Practicum: Base on the creative tools introduced in Session 11, students will be guided to create and discuss visual artworks together on the class.	1, 2, 3

13	21 Mar	Lecture: Developing Ideational Fluency 6 Introduction to creative skills: Collection and Mapping as a source of inspiration	1, 3
14	23 Mar	Tutorial/Practicum: Students will be asked to use a collection of things to create, and recreate visual artworks together on the class.	1, 2, 3
15	28 Mar	Lecture: Developing Creative Solution 1 Students will be introduced to the process of Design Thinking as a catalyst for their creative pursuit.	1, 3
16	30 Mar	Tutorial/Practicum: Students will have to present their initial project ideas, on an identified problem or subject matter for their final project	1, 2, 3
17	4 Apr	Lecture: Developing Creative Solution 2 Students will be introduced to the concept of Critical Design as a stimulation for their creative development.	1,3
18	6 Apr	Tutorial/Practicum: Students will be asked to redefine some design problems, and seek to investigate the deeper meaning and value from their social and personal perspective.	1, 2, 3
19	11 Apr	Lecture: Developing Creative Solution 3 Students will be introduced to the ideas in Fictioning and Futuring as an alternative creative strategy.	1,2,3
20	20 Apr	Tutorial/Practicum: Students will be asked to create a DESIGN FICTION AND FUTURE for their own project, in the form of a drawing/storyboard/comic book etc. Creative exploration and the selection of visualisation methods are encouraged.	1,2,3
21	25 Apr	Tutorial/Practicum: Final Project (Individual)	1,2,3
22	27 Apr	Tutorial/Practicum: Final Project (Individual)	1,2,3
23	4 May	Presentation of Final Project 1 All the works will be compiled into a digital album, on which the students will be asked to review and to write 100 words on ONE PIECE that they like, with suggestions or comments.	1,2,3
24	11 May	Presentation of Final Project 2 (continue)	1,2,3

Assessment Tasks

Assessment	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><u>Due date: 12 May</u></p>	1,3
Individual artwork + presentation (50%)	<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.</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>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><u>Due date: 12 May</u></p>	1,2,3

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

Recommended/Supplementary Learning Materials - Books

1. Bruno Munari, Design as Art (2008, 1st ed. 1966) - UK: Penguin
2. Bruce Block, The Visual Story – (2021, 1st ed. 2001) - UK: Routledge
3. Fung, A., Lo, A. and Rao, M.N. Creative Tools (2005). - The Hong Kong Polytechnic University, School of Design.
4. Donald J. Treffinger, Creative Problem Solving: An Introduction (2006, 1st ed. 1994). - UK: Routledge
5. Donald A. Norman, The Design of Everyday Things (2013, 1st ed. 1990). - New York: Basic Books

6. Kenya Hara, *Designing Design* (2008). Switzerland: Lars Muller Publishers
7. Anthony Dunne, Fiona Raby, *Speculative Everything: Design, Fiction, and Social Dreaming*(2013). - The MIT Press
8. Paul Arden, *Whatever You Think, Think the Opposite* (2006). - London: Penguin Books Ltd
9. De Bono, E. *Serious Creativity* (1992). - New York: Harper Business
10. Roger Von Oech, *A Whack on the Side of the Head* (1990). - New York: Warner Books Inc
11. Owen Flanagan, *The Really Hard Problem, Meaning in a Material World* - Bradford Books

E-resources

1. Don Norman: www.jnd.org
2. https://www.ted.com/talks/david_kelley_how_to_build_your_creative_confidence
3. https://www.ted.com/talks/tim_brown_tales_of_creativity_and_play
4. <https://www.creativereview.co.uk>
5. <https://designtaxi.com/>
6. <https://www.designcouncil.org.uk/>

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