

CUYAMACA COLLEGE
COURSE OUTLINE OF RECORD

ART 104 – ARTISTS AND DESIGNERS TODAY

3 hours lecture, 3 units

Catalog Description

This course examines the wide variety of formats that contemporary artists work in today. It is an overview of current practices that enables students to gain insight into art, design, craft, media, 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 arts. Students will be introduced to how visual culture is contextualized, theorized, and displayed through curatorial studies and social media. Students will be exposed to course content through lectures, 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.

Prerequisite

None

Course Content

- 1) Overview of various contemporary artistic formats such as design, photography, metalwork, installation, printmaking, or digital media.
- 2) Overview of current practices with an emphasis on art, design, craft, media, and new genre disciplines.
- 3) Contextualization and theory of visual culture through curatorial studies and social media,
- 4) Introduce career pathways and business practices for beginning artists and designers.
- 5) Interrelationship of history, theory, and practice of contemporary art, craft, design, media, and related scholarship.
- 6) Explore historical and contemporary influences in the development of contemporary art and design practices.
- 7) Contextualize how artworks can be a reflection of the lives of the artists that create them; including but not limited to class, gender, sexuality, religion, spirituality, national origin, immigration status, ability, and/or age.

Course Objectives

Students will be able to:

- 1) Explain how contemporary artists approach the creative process in their disciplines.
- 2) 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.
- 3) Describe how visual culture is theorized, contextualized, and displayed through art historical and curatorial studies.
- 4) Analyze historical and contemporary influences in the development of contemporary art and design practices.
- 5) Summarize the interrelationship of history, theory, and practice of contemporary art, craft, design, media, and related scholarship.
- 6) Identify possible career paths and business practices for budding artists and designers.

- 7) Identify intersections between the artworks created by artists and the lived experience of the artist that create them; including but not limited to class, gender, sexuality, religion, spirituality, national origin, immigration status, ability, and/or age.

Method of Evaluation

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in the subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

- 1) Reading Assignments: Reading assignments are required and may include, but are not limited to, the following:
 - a. Texts that examine the major influences on artistic expression and origins related to art, design, craft, media, and new genre disciplines.
 - b. Critical essays on selected artists/designers and their artistic expressions.
 - c. Reviews of local art exhibits and museum shows including gallery and museum websites.
- 2) Quizzes/exams that measure students' ability to identify, recall and evaluate major interpretations, themes, events, figures, and interpretations from the perspective of a diverse range of artists and their communities.
- 3) In-class group activities and assignments measure students' ability to analyze the major events, themes, and figures in the growth and development of art related to art, design, craft, and new genre disciplines and how individuals were affected by and influenced them.
 - a. Critical presentations on a particular theme (e.g., politics, gender, iconography), or that compare artworks that share the same content but take different forms.
 - b. In-class group activities and writing assignments analyzing the main concepts and themes in art and design.
 - c. Journal entries summarizing the main themes presented in the lectures and including subjective impressions of the lecture and works discussed.
 - d. Critiques of a gallery, museum, or on-campus lectures.
 - e. Individualized projects that utilize students' creative capital.
- 4) Appropriate Assignments that Demonstrate Critical Thinking: Critical thinking assignments are required and may include, but are not limited to, the following:
 - a. Analysis of works of art in relation to concerning issues of gender and iconography, or to sociological, historical, and cultural contexts.
 - b. Critiques of lectures presented on and off-campus.
 - c. Critiques of gallery and museum visits and assessing the effectiveness of display.

Special Materials Required of Student

Access to a computer or smartphone with reliable internet

Minimum Instructional Facilities

- 1) Art studio or classroom with tables, chairs, smart station, Hyflex, or distance education.
- 2) Audio-visual equipment: digital video projector, computer, screen, access to the web, document camera.

Method of Instruction

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

- 6) Utilize culturally responsive teaching methodologies and fully accessible course materials to address the diverse demographics of our student body.

Out-of-Class Assignments

- 1) Research artists and designers online using credible online sources.
- 2) Visit galleries and alternative spaces to see how artists are displaying and promoting their artwork.
 - a. Example: Most colleges and universities have galleries on campus that are free to the public.
- 3) Group research and activity project
Example: Collaborative Project: Curate an on-campus or virtual Art Exhibition. Research artists and designers to prepare a virtual art exhibition based on works that are common to a theme chosen by the curatorial team.
- 4) Attend local artist's lectures and complete lecture journal assignments.
- 5) Written critical response to museum visit: Example: Critical Exhibition Review - write a critical review of art or design major exhibition, including a description, interpretation, and evaluation of the work(s) in the exhibition.

Texts and References

- 1) Required (representative examples):
 - a. Resch, Mangus. *How to Become a Successful Artist*. New York: NY. Phaidon Press, 2021.
 - b. 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, 2nd Edition, 2014.
- 2) Supplemental:
 - a. Dewitte, Debra J., Ralph M. Larmann, and M. Kathryn Shields. *Gateways to Art*. New York: NY. Thames & Hudson, 2018.
 - b. Saltz, Jerry. *How to be an Artist*. Ilex Press Ltd., Lewes, E Sussex, United Kingdom, 2021.

Student Learning Outcomes

Upon successful completion of this course, students will be able to:

- 1) Compare, contrast, and interpret the many forms artists and designers create work in today.
- 2) Apply appropriate vocabulary for discussing art formats and concepts.
- 3) Critically analyze the interrelationship of history, theory, and practice of contemporary art, craft, media, or design.
- 4) Critically analyze the intersection of race and ethnicity, as expressed in the art and design in the lived experiences of artists, with other forms of difference affected by hierarchy and oppression, such as class, gender, sexuality, religion, spirituality, national origin, immigration status, ability, and/or age.