# Det Kongelige Akademi

Title: Experiment, Material and Technology

# **Programme: Crafts in Glass and Ceramics**

## Semester: 1 Period: 4 September - 13 October 2023 Block: 1 ECTS-point: 10 **Contents: Learning Outcome**

This module provides an introduction to the practical, theoretical and artistic aspects of form-giving based on technological, material and artistic experimentation.

The module also provides a basic introduction to form analysis and critical reflection on aesthetic issues.

Materials and technologies are investigated through experiments, and the results are documented and analyzed through a simple project format.

The daily work is carried out at the students home spaces and at the workshops. Introductions to safety at the workshops will be given initially.

Theories and methods of experimental design and craft are introduced through lectures, and presentations in a common forum are training students in giving and receiving critique by each other.

The project is concluded by an editing and exhibiting of the results of the experiments and the module is evaluated orally and digitally.

## **Teaching methods:**

Workshop supervision, lectures, tutorials and project instruction in a common forum, individual reading and self-initiated reading groups, group work and group tutorials, presentations and critiques in a common forum and participation in the exhibition.

### Knowledge:

The students should have

- basic knowledge of the importance of experimentation for the study of design and crafts, generally with regards to development of new aesthetic form and specifically within their field of specialization.
- knowledge concerning security in the workshops/studios.
- basic knowledge of selected digital and / or analogue technologies within the chosen field of study, as well on the materials used in connection with the technologies.
- basic knowledge on giving form, generally in a craft/design context and specifically within the chosen field of study.
- knowledge of concepts and terms used in the field of craft/design, methods and theories in general and within a specific field of study.

### Skills:

The student should have skills within

- basic artistic methods and processes
- experimentation with selected analogue and/or digital techniques within the chosen field of study.
- analysis and evaluation of form within the chosen field of study.
- use of selected relevant materials and techniques within the specific field of study.

## Competences:

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Arkitektur Design Konserverin

|  | <ul> <li>The student should be able to</li> <li>plan form-investigations and experiments, individually and in groups within the chosen field of study.</li> <li>present results of experiments and analysis visually, verbally and in writing.</li> <li>co-work with fellow students regarding planning, delimitation and execution of artistic processes.</li> </ul>  |
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| Attendance requirements:  Students are expected to participate actively in every scheduled activity, including thorough clean up at the end of the module. | Submission Requirements:  Submission of given assignments and exercises throughout the module according to the semester plan. Students have to write mini-reports, perform group presentations and prepare feed-back to fellow students at two separate occasions. Physical results of the experiments must be exhibited in a group show at the conclusion of the module, accompanied by exhibition reports with visual documentation, written descriptions and analysis of the experiments. |
| Syllabus: 100 pages  | Method of assessment: Submission of assignments Grading: Passed/ not passed Censor: None   |