

Access to H.E. National Programme Unit



Unit Title:	Introduction to Visual Research for Art and Design		
Graded Unit Code:	GA33ART16	Ungraded Unit Code:	UA33ART16
Pathway(s):	Creative and Performing Arts		
Module(s):	Art and Design		
Level:	3	Credit Value:	3
Valid from:	1 st August 2014	Valid to:	31 st July 2024

The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:

2	Application of knowledge
3	Application of skills
5	Communication and presentation
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand the research tools, methods, skills and vocabulary used for visual research in art and design	1.1 List and evaluate a range of research tools, methods and skills used for visual research in art and design
	1.2 Identify and evaluate a range of primary and secondary research sources suitable for visual research in art and design
	1.3 Explain the use of a range of visual vocabulary

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<p>2. Use visual research tools methods and skills to inform ideas for their own creative practice</p>	<p>2.1 For a specific brief in a specified art or design discipline:</p> <ul style="list-style-type: none">a) Use an appropriate range of visual research tools, methods and skills and record the results of research in suitable formatsb) Use analysis of visual research to develop solutions in their own creative practicec) Record the stages in the development of ideas and relate these to their visual research activitiesd) Evaluate the effectiveness of the visual research tools, methods and skills used in relation to their own original work
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