

DREAM SOLUTIONS– ART 295

3 credits

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COURSE DESCRIPTION AND FORMAT

Dream Solutions explores the intersection between civilization and wilderness through a visual arts experience. Course work includes weekly assignments and a final project, and is tailored for students currently enrolled in the Wilderness and Civilization Program. This course will be divided up into lab/studio sessions and discussion/critique sessions with most lectures, handouts, and critiques scheduled for the beginning of class. Students should be prepared to listen carefully, take notes, and apply classroom instruction independently. For three credits there are four hours of scheduled studio contact and a minimum of five additional unscheduled hours to be spent preparing work, reading, attending lectures and exhibitions. A course calendar with a daily agenda and important due dates will be made available each semester. Any changes to the course calendar will be announced in class and changed on the master calendar posted near our classroom.

STUDENT LEARNING GOALS

The goal of this course is to use the visual language for self-expression, documentation and socio-political problem solving. Assignments are tailored to allow for the integration of information and experiences specific to this program.

VISUAL LITERACY/ INFORMED AESTHETIC

Each student is required to attend a minimum of 10 outside of class arts events such as visiting lecturers, exhibitions, and other related events. Please familiarize yourself with the list of museums and galleries posted outside our classroom. Lectures and other one-time events will be announced in class. Events 1-5 are to be handed in at midterm (TBA), and events 6-10 at the final (TBA).

TECHNICAL SKILLS

The relationship between ideas and materials handling is important as idea = 50% and craft = 50% of each project. Technical skills will focus on achieving appropriate craftsmanship in relationship to each idea.

PROFESSIONAL DEVELOPMENT

During the semester our group will sponsor at least one class professional development opportunity. In the past we have exhibited field journals at the International Wild Life Film Festival, have worked publicly with site-specific works, and have presented the final Dream Solution projects. TBA

ART HISTORY

Each of the three areas of this course will involve looking and discussing examples of past art/ artists. In some cases this will be MAB showing examples, and in other cases it will be dividing up the research responsibility and coming back together to share the information.

CRITICAL THINKING

This is the most crucial area of any art course as it encompasses all the art making steps as well as how a work of art communicates. Idea development, technical skills, linking ideas to materials, reflection, association and connotation, contextualizing work, assessment, and developing new ideas all are part of critical thinking.

ANNOUNCEMENTS: It is the student's responsibility to write down information regarding the class calendar, handouts, exhibitions, lectures, readings, and any requirement changes. Ask another student if you have missed class.

ATTENDANCE: More than three absences, continual tardiness, or leaving early could result in a lower overall letter grade for this course.

MATERIALS: Required materials will be announced in class, you can plan on spending between \$25.00 and \$50.00 for the semester. (We use recycled materials when appropriate).

REQUIREMENTS: This course includes both P/ NP and graded requirements. The graded requirements include both in-class and homework assignments given as the course progresses.

PASS/NO PASS REQUIREMENTS: This section of 123 requires preparedness, and attending outside of class art events. In addition some classroom assignments will be announced as P/ NP.

PREPAREDNESS: Please be ready for each class period and scheduled due dates. Failure to be prepared will disqualify you for an overall course grade.

GRADING: In order to qualify for a letter grade you must first successfully complete the P/NP requirements. Your final grade will reflect averaging your weekly assignments worth 50 % with your FINAL DREAM SOLUTIONS PROJECT worth 50%. As most students show significant improvement in the later part of this class, the final project is crucial to the overall letter grade.

A = Excellent worth 4 points, WOW! Complex thought; great idea and well crafted

B = Above Average worth 3 points, Good, yet lacks consistency and/or complexity in the idea and/or craft

C = Average worth 2 points, Average idea and average craft; familiar and/or established language

D = Below Average worth 1 point, Below average idea and/or craft for 300 level

F = Failed no point(s), Did not turn in the assignment