

2019-20 Fall

HART 1001

Arts and Creativity (2 credits)

Instructor: Brian LAU (Email: brian@mad-studios.com)

Program Officer: Vickie WONG (Email: vickiewong@ust.hk)

Time: Wednesday | 2:30 - 4:20pm
Thursday | 10:30am - 12:20pm

Venue: CYTG009 A&B

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 individually as well as in groups.

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 **18 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 \$250.
- Please keep the classroom clean by clearing the desks / materials left after class to maintain a tidy environment for subsequent classes.

Course Schedule & Outline

Session	Date	Topics	Match-ing ILO
1	4 Sept	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	5 Sept	Tutorial/Practicum: Drawing, Creativity & Visual Communication Introduction to basic drawing and visualisation tools and techniques in Art and Design.	1 / 2 / 3
3	11 Sept	Lecture: Developing Ideational Fluency 1 Introduction to creative tools: Paradigm Charts and Forced Connections	1 / 3
4	12 Sept	Tutorial/Practicum: Using the creative tools introduced in Session 3, students will be asked to create two visualisations on paper.	1 / 3
5	18 Sept	Lecture: Developing Ideational Fluency 2 Introduction to creative tools: Brainstorming/Free Association and Mindmapping	1 / 3
6	19 Sept	Tutorial/Practicum: Using the creative tools introduced in Session 5, students will be asked to create two visualisations on paper.	1 / 2 / 3
7	25 Sept	Lecture: Developing Ideational Fluency 3 Introduction to creative tools: Oblique Strategies and Reframing	1 / 3
8	26 Sept	Tutorial/Practicum: Using the creative tools introduced in Session 7, students will be asked to create two visualisations on paper.	1 / 2 / 3
9	2 Oct	Lecture: Sources of Creative Stimulation: Collections Students will learn the purpose behind collecting and discover its importance to creative thinking.	1 / 3
10	3 Oct	Tutorial/Practicum: Students will be asked to bring in a personal collection and using that collection (and others) to create two visualisations on paper and other media.	1 / 2 / 3
11	9 Oct	Lecture: Sources of Creative Stimulation: Synesthesia Students will be introduced to synesthetic effects as a source for creativity.	1 / 3
12	10 Oct	Tutorial/Practicum: Students will be asked to use synesthetic effects to create a series visualisations on paper and other media.	1 / 2 / 3

13	16 Oct	Lecture: An introduction to Wicked Problems vs. Tame Problems	1 / 3
14	17 Oct	Tutorial/Practicum: Students will be asked to work in groups to tackle a 'Wicked Problem'. They can use any of the creativity techniques introduced to formulate plausible 'solutions' and to visualise those solutions on paper and other media.	1 / 2 / 3
15	23 Oct	Lecture: Research for inspiration in Art and Design 1: The Spaces of Meaning Students will be introduced to the Spaces of meaning as a catalyst for their creative activity.	1 / 3
16	24 Oct	Tutorial/Practicum: Students will be asked to work in groups and to use ideas from The Spaces to create a series of visualisations on paper and other media.	1 / 2 / 3
17	30 Oct	Lecture: Research for inspiration in Art and Design 2: STORYTELLING: Fictioning and Futuring Students will be introduced to ideas in Fictioning and Futuring as a first stage in their creative activity.	1 / 3
18	31 Oct	Tutorial/Practicum: Students will be asked to work in groups and to use ideas in Fictioning and Futuring to create a series of visualisations on paper and other media.	1 / 2 / 3
19	6 Nov	Guest Lecture - Dr. Iceman Leung Ph.D TBC	1 / 3
20	7 Nov	Guest Lecture - Mr. Benny Yuen (Eco-designer/entrepreneur) TBC	1 / 3
21	13 Nov	Tutorial/Practicum: Final Project (Individual)	1 / 2 / 3
22	14 Nov		1 / 2 / 3
23	20 Nov		1 / 2 / 3
24	21 Nov		1 / 2 / 3
25	27 Nov		Presentation of Final Projects 1
26	28 Nov	Presentation of Final Projects 2	1 / 2 / 3

Assessment

Assessment Task	Description	Match-ing ILO
Written Essay (20%)	<p>Written essays may be on any issue or topic that the students finds 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 a hardcopy in A4, double sided print.</p> <p>Due date: 28 Nov 2019</p>	1 / 3

Individual artwork + presentation (40%)	<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 25 or 26.</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>Attendance will be taken 10 minutes after the beginning of each session.</p>	1 / 2 / 3
Learning portfolio (10%)	<p>An organised 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>Due date: 28 Nov 2019</p>	1 / 2 / 3
Extra Activity (10%)	<p>The EA will comprise of an independent effort in participating in an arts related activity such as visiting a gallery/museum, speaking with an artists/creative etc. and documenting that activity.</p> <p>This activity can be conducted at any time over the course.</p> <p>Due date: 28 Nov 2019</p> <p>A written report and visual documentation of the activity should be due on this date. The document will be submitted as a PDF file (or any other appropriate format) to a destination to be specified at a later date.</p>	1 / 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

Textbook/Required Learning Materials

1. Fung, A., Lo, A. and Rao, M.N. (2005). *Creative Tools*. Hong Kong: School of Design, The Hong Kong Polytechnic University.
2. *The Visual Story* – Bruce Block (Focal Press)
3. *The Really Hard Problem, Meaning in a Material World* - Owen Flanagan (Bradford Books)

Recommended/Supplementary Learning Materials

Books

1. Arden, P. (2006). *Whatever You Think, Think the Opposite*. London: Penguin Books Ltd.
2. De Bono, E. (1992). *Serious Creativity*. New York: Harper Business.
3. Oech, R. (1990). *A Whack on the Side of the Head*. New York: Warner Books Inc.
4. Treffinger, D.J., Isaksen, S.G. and Dorval, B.K. (2000). *Creative Problem Solving: An Introduction* (3rd ed.). New Jersey: Prutrock Press Inc.

E-resources

1. Brain Dominance Test: www.ipn.at/ipn.asp?BHX
2. David Kelley: How to Build Your Creative Confidence: www.youtube.com/watch?v=16p9YRFOI-g
3. www.ted.com/topics/creativity
4. Tim Brown: Tales of Creativity and Play: [http://new.ted.com/talks/tim brown on creativity and play](http://new.ted.com/talks/tim%20brown%20on%20creativity%20and%20play)

ACADEMIC HONOR CODE

- You must observe and uphold the highest standards of academic integrity and honesty in all the work you do throughout your program of study.
- As members of the University community, you have the responsibility to help maintain the academic reputation of HKUST in its academic endeavors.
- Sanctions will be imposed if you are found to have violated the regulations governing academic integrity and honesty.
- Regulations for Student Conduct and Academic Integrity (<http://publish.ust.hk/acadreg/generalreg/index.html>)