Macao Polytechnic University

Faculty of Arts and Design

Bachelor of Arts in Music

Module Outline

Academic Year 2022 / 2023 Semester 2

Learning Module	Introdu	ction to Arts	Class Code	ARTS0104			
Pre-requisite(s)	Nil						
Medium of Instruction	Chinese			Credit	3		
Lecture Hours	45hrs	Lab/Practice Hours	0 hrs	Total Hours	45 hrs		
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Description

This learning module introduces students to a variety of arts, mainly visual arts, design and music, including their concepts, practices, vocabulary, aesthetics, history, techniques, processes, ideas, and interconnections.

Learning Outcomes

After completing the learning module, students will be able to:

- 1. Understand the rationale, various elements, concepts, forms and subject materials of visual arts, design and music
- 2. Understand the language, media, materials, tools and techniques appropriate for the expression and communication of these art forms
- 3. Develop critical thinking skills and acknowledgement of the importance of these art forms

Content

1. Introduction to Visual Arts (9 hours)

- 1.1 Comprehend the world through visual elements and understand the basic elements of visual arts.
- 1.2 Understand various techniques and mediums used to create the works of visual arts, the transformation of the world onto two-dimensional surface, the symbols and codes which build the diverse visual language.

2. Introduction to Design (9 hours)

- 2.1 Understand the color, balance and illustration of design, the myths of color theory, color corrections with their methods, RGB color space as a 3D cube.
- 2.2 Introduce the world's leading designers in industrial design, graphics design, interior design, packaging design, architecture, branding and marketing.

3. Introduction to the Media and Processes of Arts (9 hours)

Offer the concept that the choices a designer/artist makes are determined by the characteristics of the materials used, and the techniques applied. The combination of materials and techniques used are also referred to as the medium used.

- 3.1 Two-Dimensional Media
- 3.2 Three Dimensional Media
- 3.3 Technological Media

4. Introduction to Music (9 hours)

- 4.1 The musical elements of western music, including genres, tonal systems, melody, rhythm, harmony, form, and various musical instruments.
- 4.2 The musical elements of Chinese music, including genres, tonal systems, melody, rhythm, harmony, form, and various musical instruments.

5. Introduction to Integrated Art Forms (9 hours)

- 5.1 Integrated Art forms involved visual arts, design and music, including Film, TV Show, Opera, Musical, etc.
- 5.2 The techniques and technologies involved in melting all different art forms into one complete production, the concepts, the aesthetics, and the development of such integrated art forms.

Teaching Method

Lectures, videos, case studies, group discussion

Attendance

Attendance requirements are governed by the "Academic Regulations Governing Bachelor's Degree Programmes" of Macao Polytechnic University.

Assessment

This learning module is graded on a 100 point scale, with 100 being the highest possible score and 50 being the passing score.

	Item	Description	Percentage
1.	Class Participation	Classwork, presentation, attendance	10%
2.	Assignment	Visit art galleries, museums, and concerts, then come up with reports.	30%
3.	Homework	Report and diary on visual arts, designs, and music discussed in class	60%

Total Percentage:

Teaching Material(s)

Textbook(s)

Gibson, R., & Ewing, R. (2011). *Transforming the curriculum through the arts*. Melbourne: Palgrave Macmillan.

Reference

Reference book(s)

Ewing, R., & Simons, J. (2016). *Beyond the script: Drama in the English and literacy classroom: Take 3* (3rd ed.). Sydney: PETA.

Ragans, Rosalind. (2005). ARTTALK. Glencoe/McGraw-Hill Publishing.

3/3