



Subject and Stage:

STAGE 2 VISUAL ARTS – ART

Task: Assessment Type 3: Visual Study

- Students produce one visual study.

Assessment Component:

For this assessment type, students provide evidence of their learning in relation to the following assessment design criteria:

- Practical application
- Analysis and synthesis
- Inquiry and exploration.

Practical Application

The specific features are as follows:

- PA1 Conceptualisation, development, and resolution of imaginative or personally relevant visual ideas.
- PA2 Exploration to refine technical skills and use media, materials, and technologies.
- PA3 Documentation of creative visual thinking and/or problem-solving processes.
- PA4 Application of technical skills and use of media, materials, technologies, and processes to communicate visual ideas in a work or works of art or design.

Analysis and Synthesis

The specific features are as follows:

- AS1 Critical analysis and interpretation of works of art or design from different contexts.
- AS2 Use of visual arts language to interpret, respond to, and synthesise thoughts on visual arts, including issues and/or questions.
- AS3 Evaluation of own work and connections or comparisons with other practitioners' work.
- AS4 Evaluation of, and conclusions about, visual arts learning.

Inquiry and Exploration

The specific features are as follows:

- IE1 Use of research skills and understanding of inquiry methods to locate and acknowledge sources, explore, experiment, and develop insights into aspects of the visual arts.
- IE2 Exploration and self-analysis in development of a personal aesthetic through the visual arts.

Weighting: **Assessment Type 3: Visual Study (30%)**

Task Outline:

A visual study is an exploration of, and/or experimentation with, one or more styles, ideas, concepts, media, materials, methods, techniques, technologies, or processes. Students base their exploration and/or experimentation on critical analysis of the work of other practitioners, individual research, and the development of visual thinking and/or technical skills. They present the findings of their visual study as well as their conclusions, insights, and personal opinions about aesthetics.

Students develop an idea for a visual study that may:

- Answer a question about a practical application
- Explore and/or experiment with concepts, ideas, media, materials, techniques, technologies, and/or processes
- Support or refute a visual arts-in-practice statement.

The visual study may be connected to, but must not repeat, other aspects of the teaching and learning program. Students may wish to take the opportunity to diversify and to learn about an area of art or design not covered elsewhere in their teaching and learning program.

Students are expected to understand and apply a process that leads to conclusions or findings of some significance. The process should involve:

- Locating and acknowledging information about the chosen visual study
- Analysing and interpreting the work of relevant practitioners and works of art or design in context; this may be used as a starting point, and could continue throughout the visual study to inform the explorations and/or experiments
- Exploring and/or experimenting with styles, genres, processes, media, materials, methods, techniques, and/or technologies, to further develop visual thinking and technical skills
- Critically analysing and synthesising information and ideas, and/or visual thinking and technical skills, learning, and thoughts on visual arts, including issues and/or questions
- Developing and communicating insights into the visual arts, and findings and opinions about a personal aesthetic.

Evidence Submitted:

For 20-credit subjects, students should submit a maximum of twenty A3 pages (or equivalent) of visual study, integrated with a maximum of 2000 words of written text (source references not included) or a maximum of 12 minutes of recorded oral explanation.

Students are to provide an A3 folio or a CD or DVD with photographs of their visual explorations. An audiovisual electronic format may be necessary if the study idea is a practical application in three dimensions, such as model-making, sculpture, installation, performance, or body art. The A3 folio, CD, or DVD should contain written or oral material that should include introductory information, annotated comments, analysis, synthesis, and conclusions.