

Digital Media (DMA)

CUVDIG502A Investigate technologies for the creation of digital art
Diploma of Visual Art (CUV50111)

Assessment Matrix



VICTORIA UNIVERSITY
MELBOURNE AUSTRALIA

Assessment Tasks

CUVDIG502A Investigate technologies for the creation of digital art
1. Web Presence - Blog Setup & Customisation
2. Video & Animation Project
3. Review of Mixed Reality Environments
4. Virtual Exhibition (group project)

Summary of evidence sources for the unit (or cluster): This statement should summarise the types of assessments being used in this unit or cluster (Use √ or ●)				
Task 1 Blog Setup & Customisation	Task 1 Blog Setup & Customisation	Task 2 Video & Animation	Task 3 Review Mixed Reality	Task 4 Virtual Exhibition
1. Research digital technologies				
1.1 Research the detailed capabilities of different digital technologies and equipment	●	●	√	●

1.2 Evaluate current, emerging and experimental technologies	•	•	√	•
1.3 Investigate the relationships between technologies and the achievement of different effects	•	√	•	•
1.4 Determine cost and supply parameters for different technologies and equipment	•	•	√	•
2. Select digital technologies for in-depth exploration				
2.1 Assess the creative and professional opportunities offered by different technologies	•	√	•	•
2.2 Determine limitations and constraints of particular technologies	•	√	•	•
2.3 Select technologies that suit own practice	•	√	•	•
3. Integrate technologies into own work				
3.1 Explore different ways of working with technologies	√	•	•	•
3.2 Challenge and stretch the capabilities and uses of different technologies through experimentation	√	•	•	•
3.3 Develop own ways of working with technologies that achieve desired outcomes	√	•	•	•
3.4 Engage in informed discussion with others about the characteristics and opportunities of particular digital art technologies	√	•	•	•
3.5 Establish and follow safe work practices	√	•	•	•
4. Manage digital technologies in professional practice				

4.1 Establish systems and habits to maintain currency of knowledge around digital art technologies	•	•	•	√
4.2 Develop ways of working that minimise waste	•	•	•	√
4.3 Maintain the quality and life of equipment and consumables through appropriate handling and storage	•	•	•	√
Critical Aspect of Evidence				
Evidence of the ability to:				
<ul style="list-style-type: none"> • apply knowledge of digital technologies and how they may be used and adapted at a professional level • evolve and refine ways of working with technologies through a demonstrated process of experimentation • integrate technologies into own work in a way that supports coherence of the creative work • demonstrate technical proficiency in the use of selected digital technologies • use safe and sustainable work practices. 				
Required Skills				
<ul style="list-style-type: none"> • communication skills to engage in informed discussion around digital technologies and their relationship with ideas (task 3) • critical thinking and analytical skills to evaluate and make judgements about relationships between technologies, techniques and processes(task 3) • initiative and enterprise skills to: <ul style="list-style-type: none"> ○ develop individual ways of working with technologies and processes ○ identify and act on opportunities for own practice presented by different materials and processes (task 2) • learning skills to develop and refine own skills to a professional practice standard (task 1) • literacy skills to analyse varied and technical information about digital technologies and processes (task 4) • problem-solving skills to identify and resolve technical problems in digital artwork (task 4) • self-management and planning skills to develop own ways of working with digital technologies and processes (task 1) • technology skills to work with the advanced features of a wide range of technologies used for digital work (task 2). 				
Required Knowledge				
<ul style="list-style-type: none"> • ways in which a wide range of digital technologies and processes can be used, adapted, combined and challenged by the professional artist (task 2) • ways of integrating different technologies (task 1) • types of technical and other data that may need to be stored for safety and other reasons (task 1) • cost and supply parameters for different technologies and types of equipment to support professional practice (task 3) • storage requirements and option for different materials used in digital work (task 1) • intellectual property issues and legislation associated with digital work (task 4) • sustainability issues associated with the technologies used in digital work (task 3) • OHS requirements for the set-up and operation of a professional work space (task 4). 				

