

Practice as Research: Module ADAD7014

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Introduction to Practice as Research

- Core concept of Module ADAD7014, rooted in arts and design practice including film, animation, illustration, art practice, and jewelry
- Positions arts practice as a driver of scholarly inquiry
- Encompasses diverse research activities:
 - Processes yielding arts and design outputs in various media
 - Projects blending artistic practice with varied methodologies
 - Investigations fully embedded in creative practice
- Flexible, not limited to a single research method
- Question: How does practice as research apply to interdisciplinary fields like film and animation?

Methodological Innovation in Arts and Design

- Arts and design practices employ diverse creative methodologies
- Enhances interdisciplinary research within ADAD7014
- Expands knowledge through innovative artistic and design processes
- Generates unique forms of knowledge in art and design contexts
- Question: How can creative methodologies in arts and design challenge conventional research approaches in illustration and jewelry making?
- Question: In what ways can animation techniques serve as methodological innovations in practice-based research?

Philosophical and Practical Foundations

- Emphasizes active engagement in art and design creation
- Deepens understanding of cultural and creative practices
- Explores themes in arts and design:
 - Identity, community, narrative, materiality
 - Spatial and temporal dynamics in design
- Question: How does the act of creating art or design reveal insights into cultural and social phenomena in film production?
- Question: What philosophical drivers underpin practice as research in contemporary jewelry design?

Outcomes and Impact

- Produces varied outcomes:
 - Insights into artistic and design processes
 - New perspectives on social and cultural phenomena
 - Innovative art and design products or relationships
- Embraces sensory and intuitive knowledge in creative practice
- Question: How can non-traditional outputs (e.g., artifacts, performances) contribute to academic research in arts and design, such as in illustration portfolios?
- Question: What impacts can practice-based research have on the outcomes of animation projects?

Module ADAD7014 Objectives and Engagement

- Develop skills to integrate arts and design practice into research
- Foster innovative methodological approaches in creative practice
- Encourage exploration of societal and cultural themes through art and design
- Support unique scholarly and creative contributions
- Question: What role does interdisciplinary collaboration play in advancing practice-based research in arts and design, particularly in film and art practice?
- Question: How can jewelry design benefit from the objectives of practice as research in Module ADAD7014?

Conclusion and Reflective Questions

- Practice as Research is central to Module ADAD7014
- Empowers students to explore arts and design as research tools
- Bridges creative practice with academic inquiry
- Reflective Questions:
 - How can practice-based research in arts and design influence broader societal narratives through film and animation?
 - What challenges arise when integrating sensory and intuitive methods into academic research frameworks in illustration and jewelry?
 - In what ways does art practice evolve through the lens of practice as research?