VISUAL ARTS AND FILM

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BA IN VISUAL ARTS AND FILM

FILM

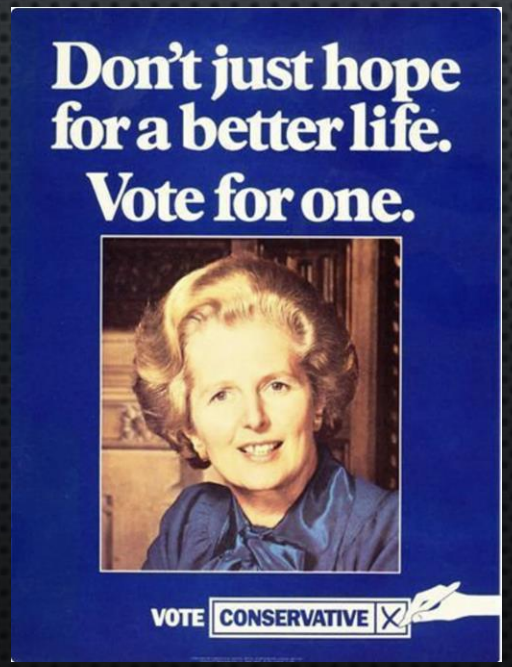
VISUAL CULTURE

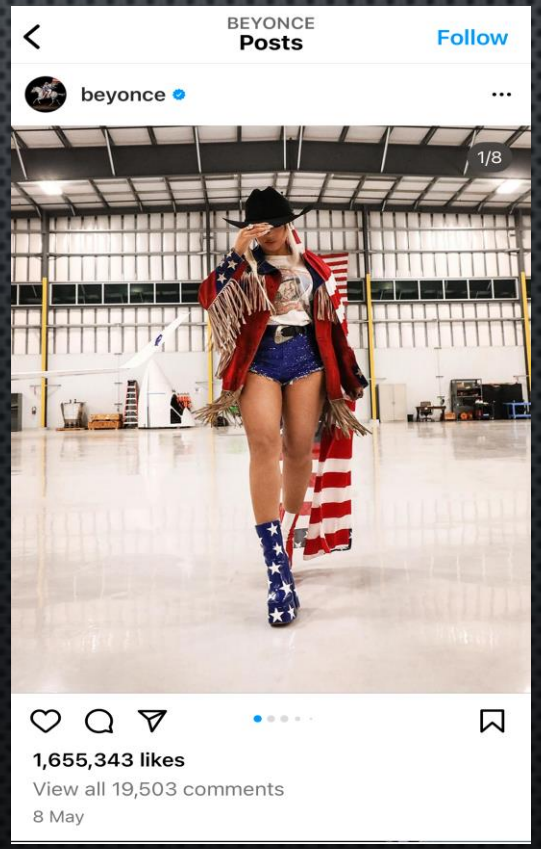
(INCORPORATING PHOTOGRAPHY, PAINTING, ARCHITECTURE, PERFORMANCE)

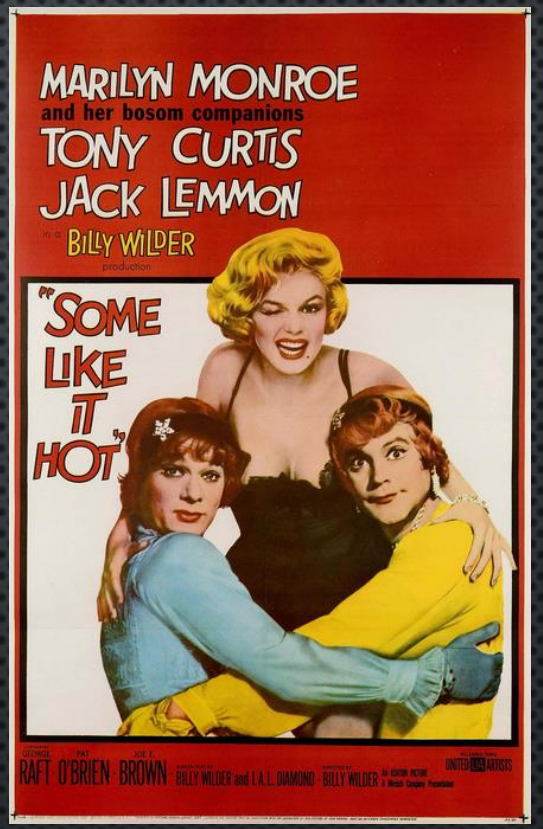
PROFESSIONAL CURATING

GLOBAL REACH

WHAT IS VISUAL CULTURE?







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WHAT IS VISUAL CULTURE?

- Visual arts & film & performance art across cultures

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WHAT IS VISUAL CULTURE?

ÉDOUARD MANET,
A BAR AT THE FOLIES-BERGÈRE, OIL ON CANVAS,
96 CM X 1.3 M
(1882)

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WHAT IS VISUAL CULTURE?

HANNAH HÖCH,
DAS SCHÖNE MÄDCHEN
[THE BEAUTIFUL GIRL],
PHOTOCOLLAGE
(1920)

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WHAT IS VISUAL CULTURE?

DIALOGUE

Jeff Wall: Picture for Women

[Photograph, 1979]

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WHAT IS VISUAL CULTURE?

- Visual arts & film & performance art
- Cultural & historical understandings of vision

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WHAT IS VISUAL CULTURE?

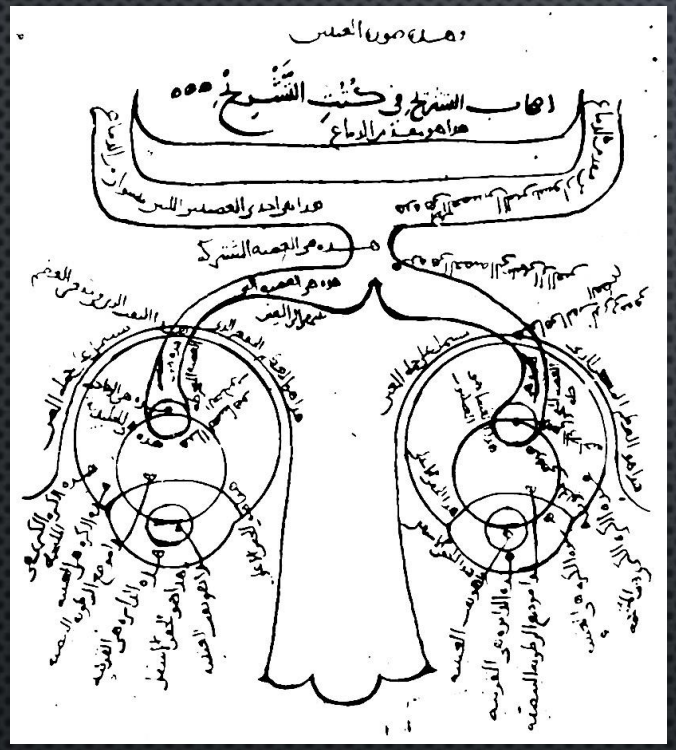
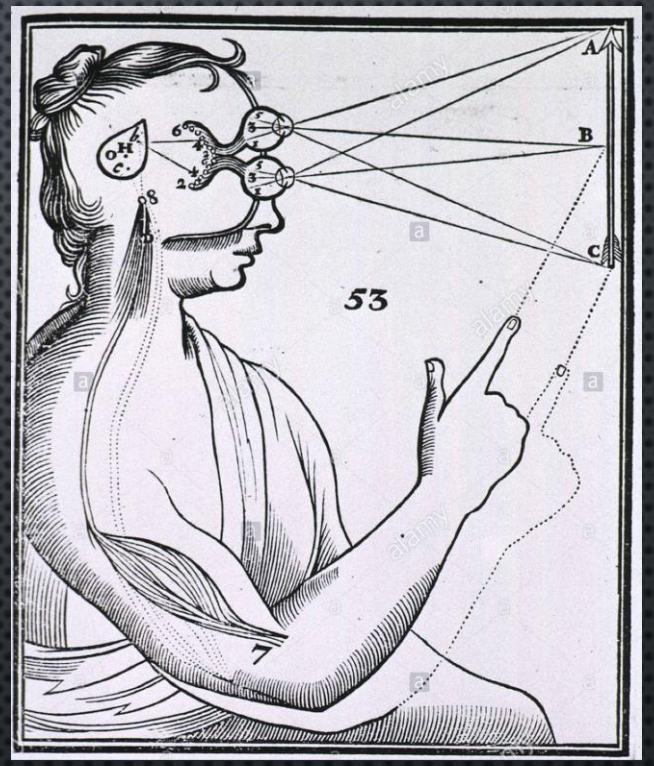


Diagram of the eyes and optic nerves, from Ibn al-Haytham (known in Europe as Alhazen), *Kitab al-Manazir* (Book of Optics); (11th century)



Woodcut from
René Descartes' *Principles of Philosophy* (1644)

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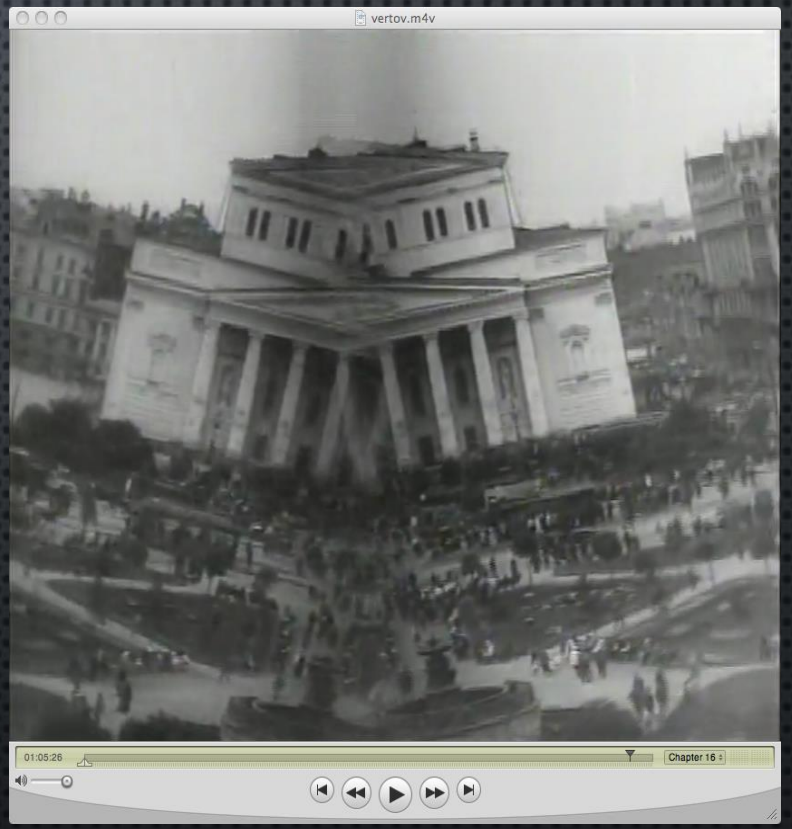
WHAT IS VISUAL CULTURE?

FROM DZIGA VERTOV,

THE MAN WITH THE MOVIE CAMERA (1929)



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WHAT IS VISUAL CULTURE?

- Visual arts & film & performance art
- Cultural & historical understandings of vision
- Images that are not ‘art’ (e.g. scientific images, advertisements, posters, etc)

WHAT IS VISUAL CULTURE?

ALFRED LEETE, *LORD KITCHENER WANTS YOU*, RECRUITMENT POSTER, VARIABLE DIMENSIONS (1914)

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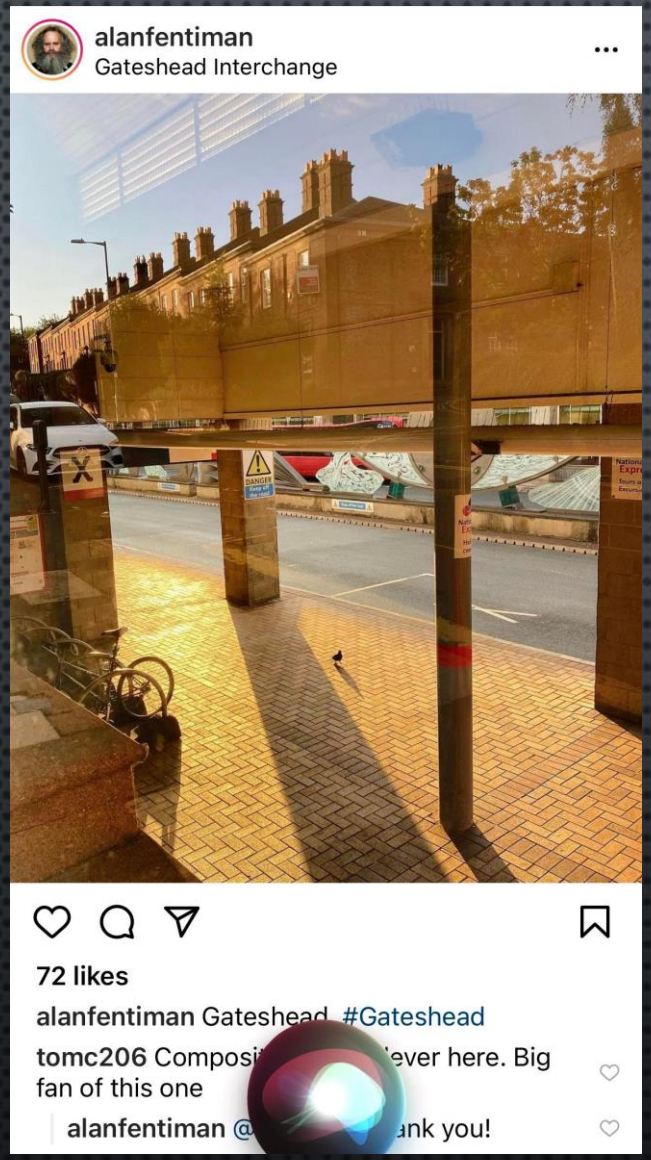
WHAT IS VISUAL CULTURE?

- Visual arts & film & performance art
- Cultural & historical understandings of vision
- Images that are not art (e.g. advertisements, posters, etc)
- Ways we engage with the world through making & displaying images



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WHAT IS VISUAL CULTURE?

- Visual arts & film & performance art
- Cultural & historical understandings of vision
- Images that are not art (e.g. advertisements, posters, etc)
- Ways we engage with the world through making & displaying images
- Practices & politics of looking, seeing and being seen, everyday performance, negotiations & struggles over images and spaces

Toppling and replacement of statue of slave trader Edward Colston by Marc Quinn's statue of Black Lives Matter protester Jen Reid Bristol, 2020

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CHANGING WORLD OF PROFESSIONAL SKILLS

- Robert Goldstein, chief operating officer of Blackrock: 'It's that diversity of thinking, and diversity of people, and diversity of looking at different ways to solve a problem that really fuel innovation.'
- Matt Candy, global managing partner at IBM Consulting: 'Questioning, creativity skills, and innovation are going to be hugely important because I think AI's going to free up more capacity for creative thought processes.'
- George Lee, co-head of Goldman Sachs' global institute: 'the skills that are really salient to cooperate with this new intelligence in the world are critical thinking, understanding logic and rhetoric, the ability to be creative.'

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BA IN VISUAL ARTS AND FILM

THEORY AND PRACTICE

FILM

VISUAL CULTURE

PROFESSIONAL CURATING

SKILLS

Forms of LEARNING

Forms of WRITING

Forms of ASSESSMENT

FLEXIBILITY IN CURRICULUM DESIGN

BA IN VISUAL ARTS AND FILM

FILM

Art of the Moving Image

Documentary Film-making

VISUAL CULTURE

Engaging Audiences in Word and Image

Global Histories of Art and Media

Designing for Digital Culture

PROFESSIONAL CURATING

Gallery 101

CURATION MODULES

Work placements

Dissertation

ENGAGING AUDIENCES IN WORD AND IMAGE

THE VISUAL DIARIES

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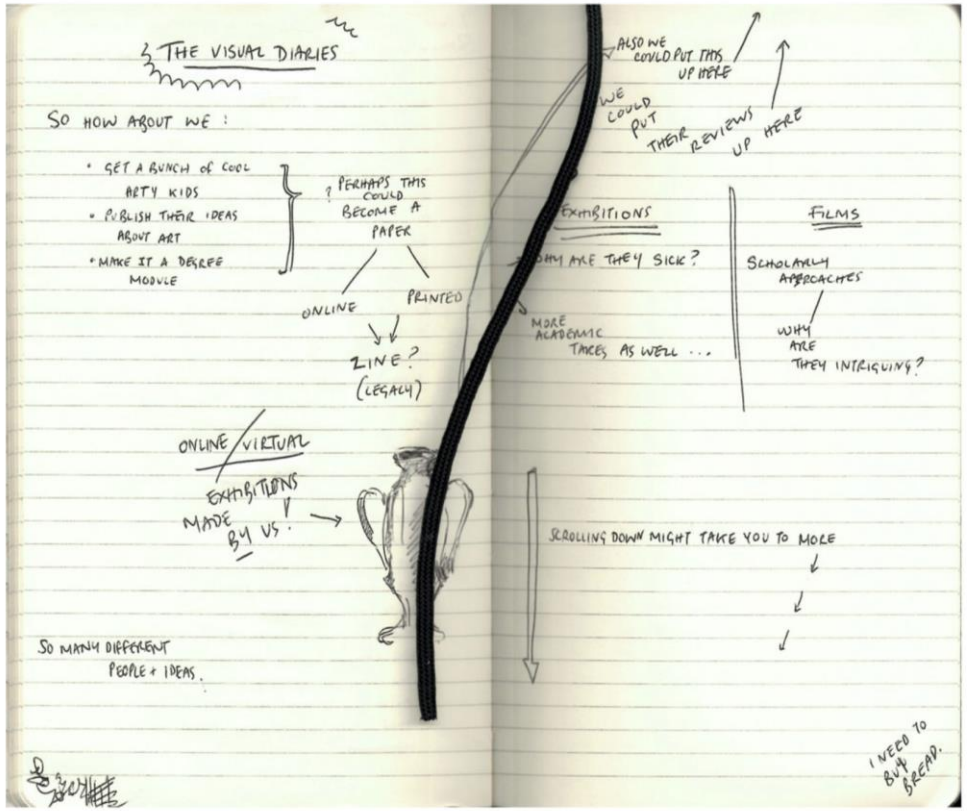
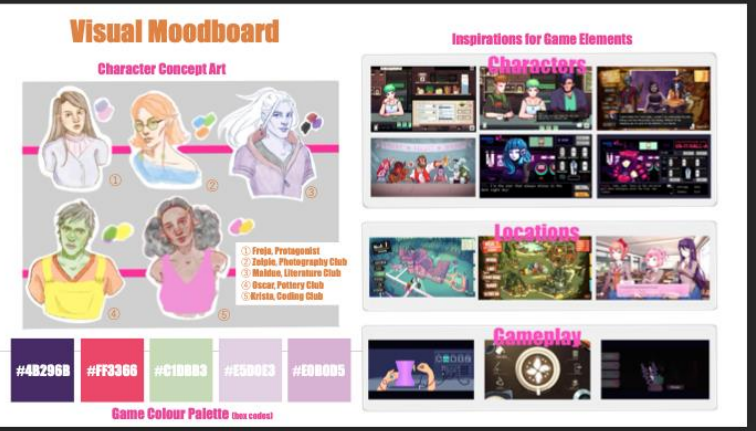


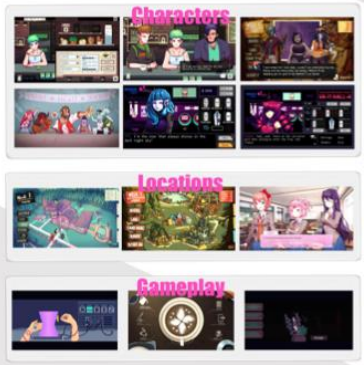
PLAYABILITY

In terms of accessibility, the simplistic gameplay mechanics of this game dictate that players with any level of experience with video games should be able to navigate this game without challenge. Although the game does feature small minigames, they are designed to be intuitive and aim to provide players with the opportunity to be creative. Additionally, the game will have further accessibility through varied availability on PC, console and mobile devices. Therefore, these elements should allow for more effective market success through increased outreach to a larger audience both experienced and inexperienced with video games.

SUMMARY

Club Solitude aims to stand out in the visual novel genre through it's diverse character cast and discussion of topical issues whilst incorporating jovial fantasy stylings to further enhance the narrative.





References – Top left to bottom right
Picture 1,2,11 - *Coffee Talk*, 2020
Picture 3, 8 - *Monster Camp*, 2020
Picture 4, 7 - *Monster Prom*, 2018
Picture 5, 6 - *VA11-Hall-A*, 2016
Picture 9 - *Doki Doki Literature Club!*, 2017
Picture 10, 12 - Essays on Empathy, 2021

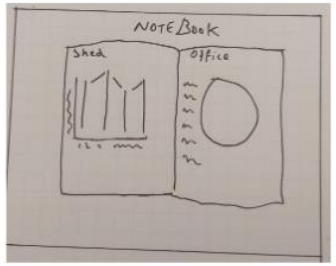
DESIGNING FOR DIGITAL CULTURE

UX MOCKUP

An example of a scene, outside by some sheep at night. Enough data having been collected, a gateway to the next scene has opened and rendered, to a very different urban daytime scene.

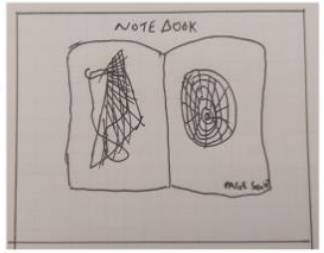
The player is free to walk through to this next one at any time. Whilst they don't choose the direction of the game's progression, they set the pace, so that they can mediate on the information and questions they're being presented with.

The object view screen, when the player interacts with an object - in this case a watering can - and picks it up, they'll be able to rotate and zoom on the object whilst presented with information. For visual accessibility the scene would be blurred and dimmed to highlight the object and information. Full voiceover will be available to make the game accessible to those with problems reading, and subtitles ambient sounds for those heard of hearing.



The player's notebook, this mock up shows how it would look relatively early into the game, as the data is being presented fairly mundanely, translated to be easily comprehensible and abstracted beyond any resemblence to the hyperobject.
The notebook will be animated and include one page where the player will be able to draw and type their own input. It's accessible at any point during the game.

The notebook again, at a more complex stage where the progression of the game has led to more complex and complex representations to be deployed.



Documentary film-making

TRANSFERABLE SKILLS

Excellent resources

PalTV.

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Videos > What really happened at the Chinese consulate in Manchester? | PalTV Investigates

Student filmmaking and PalTV