

UNR1501 Art Appreciation**COURSE INFORMATION**

Prerequisites	Academic Year & Level		Teaching Methods			Credit Hrs.
	Year	Semester	Lecture	Tutorial	Laboratory	
None	1	1	2	0	0	2

COURSE AIM

A work of art produces an agreeable impression as processing aesthetic beauty which is the result of the satisfaction of the mind and the stimulation of our senses. A combination between a successful design and computing ethics is a one of the course aims. Computing students will be expected to conduct themselves in an ethical manner at all times. Understanding the essential role of art in our lives.

COURSE WEEKLY CONTENTS

1. Introduction to fine Arts
2. Art in our lives
3. The Basic Meaning of Art Explained- Line
4. Design elements: Shape and Form
5. Design elements: Space
6. Design elements: Texture and pattern – Value Part I
7. Design elements: Texture and pattern – Value Part II
8. Design elements: Color psychology
9. Color theory
10. The Principles of Design: Balance- Emphasis -
11. Contrast- Repetition Part I
12. Contrast- Repetition Part II
13. The Principles of Design : Proximity- Proportion
14. Harmony- Unity & Variety
15. Final presentation

STUDENT GRADING & ASSESSMENT

Weeks	Exams	Assign.	Quizzes	Reports	Present.	Lab.	Total
1 to 7	←		3 0	M A R K S		→	30
8 to 12	←		2 0	M A R K S		→	20
1 to 15	←		1 0	M A R K S		→	10
16 or 17	40	Final					40

REFERENCES

Textbook	• Education Craft & Technology, Trentham Books, London.
	• Robin Jesson, Handbook For Art And Design Students.
	• Jennifer L. Atkinson. Collage art: a step-by-step guide & showcase, Rockport Publishers, Cincinnati, Ohio.
	• Brigadier, Anne. Collage: a complete guide for artists, Watson-Guption Publications, New York.