Learning Outcomes: Week One, Chapter Four

By undertaking Creative Project 1 you will

- Develop practical skills and reflective working methods while following a creative task brief
- Demonstrate creativity in practical engagement with the arts

Creative Project 1

This project will allow you to explore your own creativity and to develop your working methods, recording and reflecting on your creative process through a journal.

For this project you are encouraged to use media and techniques with which you are already familiar in order to create an artefact. You can draw or paint, work with wood or clay, use Lego, Meccano, bake, or use handicrafts (knitting, crochet, embroidery, scrapbooking etc.) or write a musical piece, poem or short story - whatever you are most comfortable with!

Criteria for your creative work

1. Your creative work needs to explore or refer to one of these themes.

   'Space' or 'Hope'

2. In creating your artefact, at least one (1) item used in the process must be used in an unconventional way.

Tips for getting started
Now brainstorm your chosen theme - 'Space' or 'Hope' - and try thinking about it from different angles.

For example, if the theme were to be 'Waves', you might think of a range of ideas or images, something like these:

**Gravitational Waves**


**Ocean Waves** which you could make out of meringue....
Hair Waves such as in this etching by seventeenth-century artist Wenceslaus Hollar

Or interpret the noun 'waves' as a verb... and build something that waves...
Planning your Creative Project 1

Take time to plan how you will address the project theme and the criteria - and the materials you will need.

Keep a journal of your creative process. Outline your aims at the outset and then record your creative process thoroughly, explaining and reflecting on your methods, experiments and outcomes. Remember to explain how the criteria have been addressed in your process or final artefact.

Remember that the actual artefact should take no more than six hours to complete once you actually begin the making process so don’t be too ambitious.
We encourage you to discuss your projects with staff or other students - particularly if you have questions about processes, materials etc. To join in the discussion click this link: Join Module 1 and Creative Project 1 discussions here (/d2l/common/dialogs/quickLink/quickLink.d2l?ou=228686&type=discuss&rcode=UTAS-1666832) (/d2l/common/dialogs/quickLink/quickLink.d2l?ou=228686&type=discuss&rcode=UTAS-1365899).

**Assessment task: Creative Project 1**

Undertake a short creative project following the assignment brief and submit your journal of that process (5xA4 pages including images where appropriate as a single file). If your creative work requires a sound/video file then you should include the link to this artefact in your journal pages. For assessment criteria and further information about this item of assessment and how to submit your work go to Creative Project 1 (/d2l/common/dialogs/quickLink/quickLink.d2l?ou=228686&type=content&rcode=UTAS-1365915).

Due date **Sunday 26 November 23:59 AEDT** (Eastern Daylight Saving Time)

**What's Next**

This is the end of the materials for Week 1. In week 2 you will begin to learn about the brain and creativity and continue your preparation for Creative Project 1.