Module Definition Form (MDF)

Module code: MOD011479	**Version:** 1 **Date Amended:** 28/Apr/2026

1. Module Title
The Curious Illustrator

2a. Module Leader
Chris Draper

2b. School
Cambridge School of Art

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this wide-ranging module you will expand your horizons and develop one of the most important qualities an illustrator can possess: curiosity. Beginning with an overseas drawing trip, you'll make new discoveries about the worlds of illustration and design, hone your observational and conceptual skills, experiment with new ways of thinking and making, engage with imaginative approaches to idea generation.

Along the way you'll start to locate yourself more confidently in the world of illustration and make important discoveries about your own unique voice as an illustrator.

6b. Outline Content

- Collecting primary visual research through location/observational drawing
- Drawing trip
- Application of primary and secondary visual research to set briefs
- Ideas generation and selection
- Introduction to visual metaphor and analogy within contemporary illustration contexts.
- Studio/practice-based learning
- Group critiques

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Computer Suites

Illustration studios

3D and ceramic workshop

Printmaking open access

Photography Hub

Open access Life Drawing sessions

Letterpress Type Workshop

7. Learning Outcomes (threshold standards)		
No.	**Type**	**On successful completion of this module the student will be expected to be able to:**
1	Knowledge and Understanding	Apply experimental strategies and approaches to the articulation of visual ideas.
2	Knowledge and Understanding	Make creative use of research to develop a personal visual language.
3	Knowledge and Understanding	Generate, explore and select from a range of visual ideas in response to a project brief.
4	Intellectual, practical, affective and transferrable skills	Apply critical judgement towards the resolution of visual work.
5	Intellectual, practical, affective and transferrable skills	Demonstrate competence in the application of materials, techniques, processes to realise ideas and concepts
6	Intellectual, practical, affective and transferrable skills	Demonstrate effective time-management.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2026/7	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	**Hours**	**Learning Outcomes**	**Details of Duration, frequency and other comments**
Lectures	0	N/A	N/A
Other teacher managed learning	60	1-6	Studio based sessions 5 hours per week, weeks 1 to 12.
Student managed learning	240	1-6	Working independently between taught sessions and responding to feedback
TOTAL:	300		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-6	100 (%)	Fine Grade	30 (%)

Portfolio of intermediate illustration practice with evidence of research, process, project development, reflection and final outcomes.

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]