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What students think about ambiguity in the visual domain: Fluid transitions in real world learning

Never Stand Still

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Larger Research Project

Dilemmas of real world learning and professional identity formation

- First & Second Year students' perceptions of their developing professional identities & dilemmas encountered in professional practice.
- 3 faculties: Art & Design, Science and Medicine;
- Keywords: Ambiguity, Dilemmas of Practice, Critical Self-Reflection, Real World Learning, Disequilibrium.

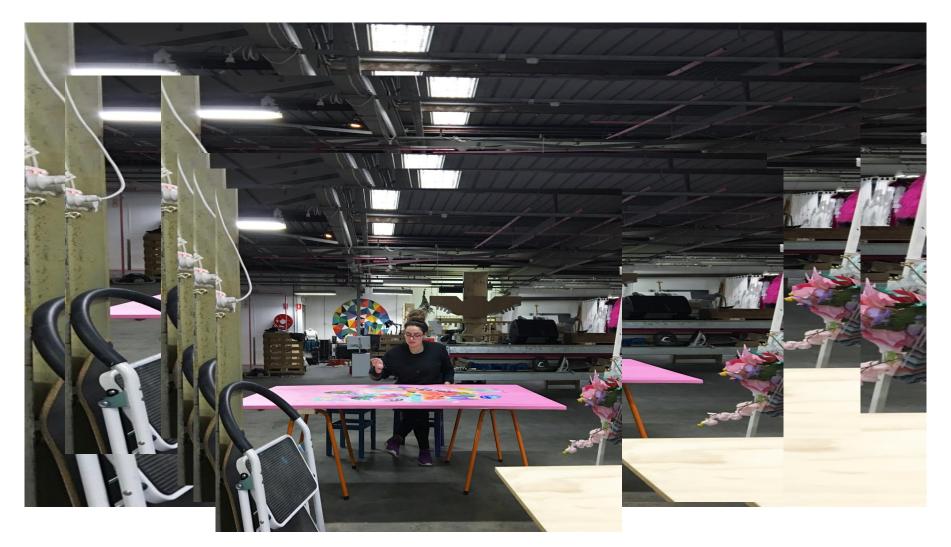


Addressing ambiguity

- Embraced in art, design & media, creative fields of practice, yet Stage One students still experience dilemmas in learning;
- Exposing & discussing dilemmas instead of hiding them, the key role of actively planning disequilibrium;
- Balanced alongside a clearly articulated structure how much disequilibrium?
- Passion, confusion & frustration visible and explicit in professional learning as "catalysts for conversation".



Why focus on dilemmas?





Why focus on dilemmas?

- Dilemmas of practice as a theoretical framework with which to analyse the complexity of real world learning; (Windschitl, 2002; Cherry, 2014).
 - A dilemmas space (Fransson & Grannäs, 2013) ongoing negotiation of issues that arise in everyday work with others;
- Critical incidents and ethical dilemmas (Ehrich et al, 2011) interrogating relational space application to developing creative professional knowledge as a moral and ethical field of practice.

Why a dilemmas space?

- Build resilience when working with ambiguity and troublesome knowledge;
- Review perspectives of novice, beginning professional, graduate, lifelong learner and expert;
- Reveal defining moments of intensity.

Dewey and disequilibrium

- The power of disequilibrium is the reconstructive activity required to reach a state of equilibrium enhanced by attention to learning within and through what we do and what happens to us;
- Having 'an experience', flow, seamless, dynamics, completion;

Disequilibrium as a symptom of ambiguity

- Learning as a transition from an initial disequilibrium (confusion, doubt) toward equilibrium (satisfaction, knowledge);
- Learner is an active participant in the dilemmatic space and engages with their own learning processes depending upon how they respond to encounters and experiences;

Mixed Research Methodology

- Online survey of First and Second year students in a large tertiary art and design school in Sydney, Australia n=80;
- Focus groups (students, staff & industry) & member checks;
- Research interviews (industry);
- Data analysis of Online Survey and Focus Group transcriptions;

Student quotes from online survey data – examples of unease & ambiguity

- I'm not professional and I won't ever be (Transcript, p 35, Response 23).
- I have felt very confused at times during this course so far. For example, when addressing one assessment task I was unsure of what the actual aim was, and what the marker was looking for. In that time, I felt very anxious and very confused (Transcript, p 35, Response 29).
- It has been my experience so far that my highest moments of passion and happiness often were the things that also caused my moments of confusion and frustration (Transcript, p 35, Response 35).
- When I felt humiliation in front of one of my classes as my idea was disregarded by the lecturer. I felt upset and not worthy. I turned that situation into a positive and created an empowering work for myself and anyone who ever feels like that when it seems they are being put down by higher forces (Transcript, p 37, Response 63).



Data Analysis – Online Survey

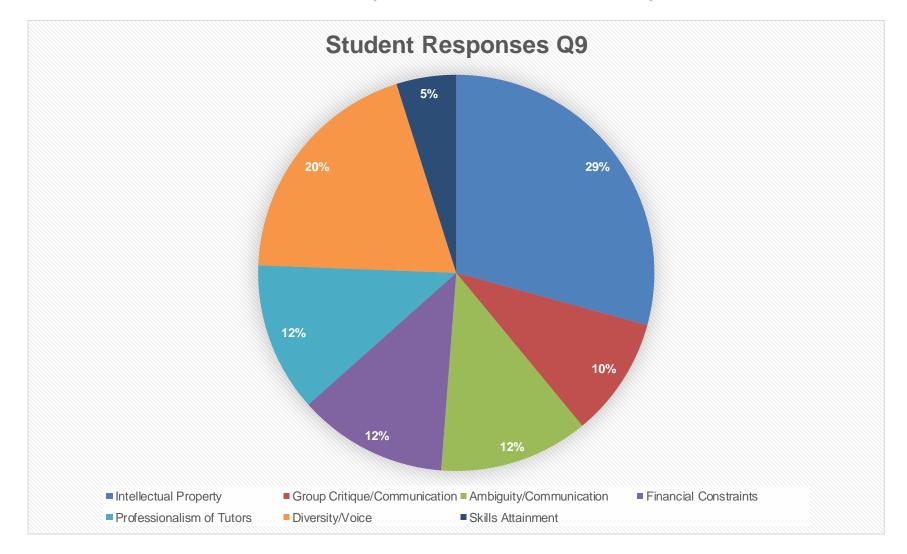
Student quotes from online survey data – examples of dilemmas from one question:

Q9 - Describe one ethical issue that has emerged during your study within this program?

This question provided a useful starting point of analysis from which to quantify data into emergent categories.

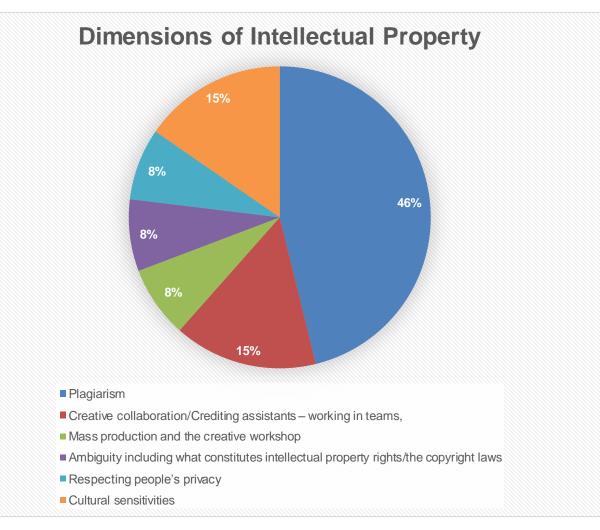


Data Analysis – Online Survey





Data Analysis - Online Survey





Data Analysis - Online Survey Student Quotes - Dimensions of Intellectual Property

2001 – An ethical issue I have found in this field would be the issue of research. I see other people are not citing sources or citing influences; or using other people's material and claiming them as their ow n.

1897 - Not being sure whether or how to credit art teams and assistants who helped me make artworks.

1993 – The mass production done by commercial artists and the use of cheap labour to do so. Often these artists don't even acknow ledge the presence or credit the work of their fellow practitioners where in most cases, they've done almost all the work.

1955 - When doing videos and things it's hard to determine what information is copyrighted and what things are and aren't people's intellectual property and as a result must be referenced.

1913 – For my lighting class I had a lot of different interesting ideas for assessments but they mostly included taking photos of other people, specifically strangers. How ever I didn't want to impede on other people's privacy so I had to use myself as a model.

1985 - How ideas develop in a group and who has ownership of what

2010 - Plagiarism. Not necessarily blatant, but some people's works can be uncomfortable similar to ones seen elsew here/give basically the same message/ use the same technique.

2029 - There are really good ideas I want to manipulate but I guess it is still is a way of taking other's ideas?

2007 – Being sensitive to other cultures. It can be easy when researching to pull ideas from other cultures so sensitive research and execution is required.

1960 - Seeing someone else's work on social media and wanting to make something similar.

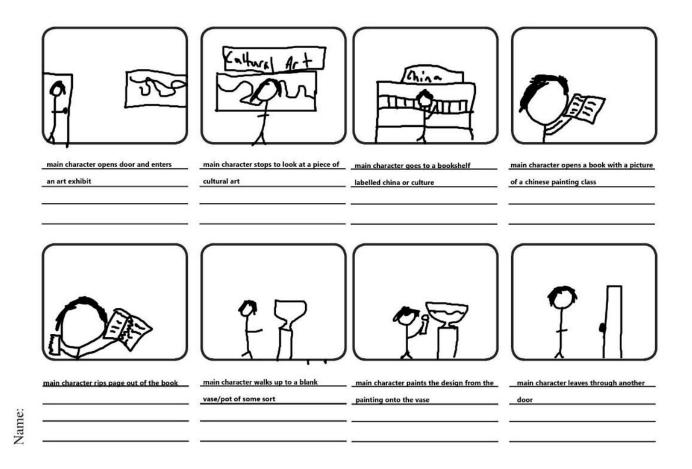
1899 - An ethical issue that emerged for me during my study would be to be honest with my work and not to steal credit from someone else as the risks in doing so are fairly high. I haven't as yet plagiarized someone's work and don't plan on doing so in the future, how ever being honest with my work helped me to become an honest worker. 1966 – Is it ethical to use part of another artist's previous work in your current artwork?

OUTCOMES - Story Boards – Animated Encounters – Cultural Sensitivities

Being sensitive to other cultures. It can be easy when researching to pull ideas from other cultures so sensitive research and execution is required.

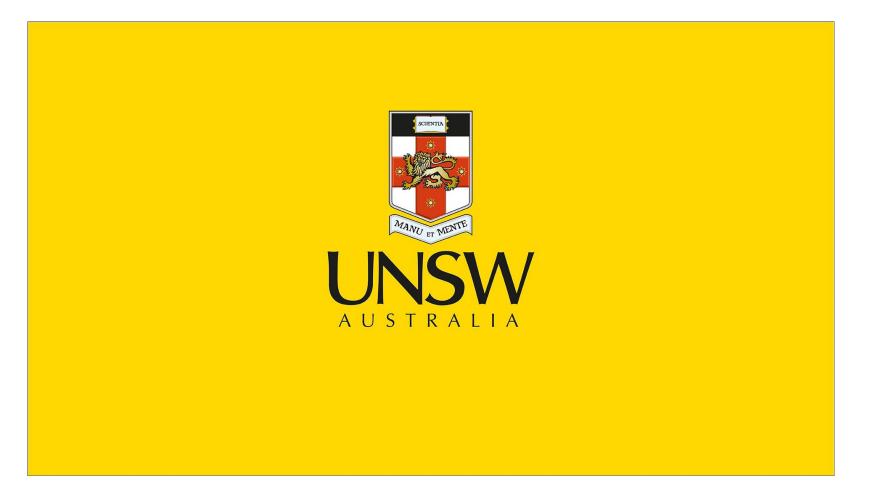


Story Board 8: Cultural Sensitivities





Animated Encounters: Cultural Sensitivities

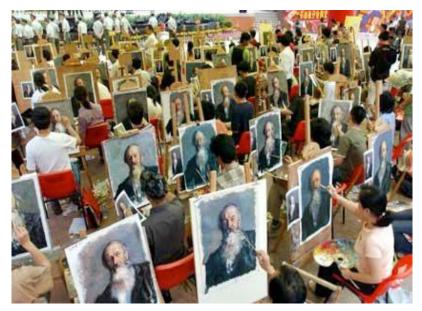




Addressing Ambiguity

- Case study examples;
- Animated sites of inquiry;
- Dilemmas of practice;

Dafen, one of 10 painter-villages in southern China, 6,000 "painter-workers" copy everything from the *Mona Lisa* to Picasso's *Guernica*. Their assembly-line art is sold all over the world.



- Challenging existing learning models moving beyond replication & application towards association & interpretive inquiry;
- Embodied visual practice to address IP vs written accounts & punitive actions;
- "Catalysts for Conversation" vs prescriptive explanation.

