



## TQF 3 Course Specification

### Section 1 General Information

#### 1. Course Code and Title

In Thai ICGH 109 ความคิดสร้างสรรค์เพื่อศิลปะและการออกแบบ  
In English ICGH 109 Creative Thinking Through Art and Design

#### 2. Number of Credits

4 (2-4-6)  
(Theory 2 hrs. Practice 4 hrs. Self-Study 6 hrs./week)

#### 3. Curriculum and Course Type

3.1 Curriculum Bachelor Degree Program (International)

3.2 Course Type General Education

##### 3.3 Specify Course's Literacy

- MU Literacy (Core Values, SEP, GE for Human Development)
- Health Literacy (Health, Sport)
- Digital Literacy (ICT, Applied Mathematics)
- Social and Humanity Literacy (Social, Humanity, Law, Ethics, Arts)
- Communication Literacy (language, Academic Communication)
- Science and Environmental Literacy (Applied Science for Life, Environmental Responsibility)
- Finance and Management Literacy (Finance, Management, Entrepreneur)

##### 3.4 Specify Relationship between course and corporate culture

- M - Mastery รู้แจ้ง รู้จริง สมเหตุ สมผล
- A - Altruism มุ่งผลเพื่อผู้อื่น
- H - Harmony กลมกลืนกับสรรพสิ่ง
- I - Integrity มั่นคงยิ่งในคุณธรรม
- D - Determination แน่วแน่ทำ กล้าตัดสินใจ
- O - Originality สร้างสรรค์สิ่งใหม่
- L - Leadership ใฝ่ใจเป็นผู้นำ

#### 4. Course Coordinator and Lecturer

4.1 Course Responsible Lecturers Carol Siatras, Fine and Applied Arts Division,  
Contact: 089 140 0598, carol.sia@mahidol.ac.th

4.2 Lecturers Duanwisakha Cholsiri



Master  
Communication Design  
Creative Thinking Through Art and Design  
ICGH 109

Academic degree level  Bachelor  Graduate Diploma   
 Higher Graduate Diploma  Doctor  
Mahidol University International College  
Fine and Applied Arts Division

---

**5. Trimester/Class Level**

5.1 Trimester 1, 2 and 3 / Class Level: for all students in the International College  
5.2 Number of Students Allowed Approximately 25 Students

**6. Pre-requisite**

None

**7. Co-requisites**

None

**8. Study Site Location**

B119 FAA Workshop, MUIC Aditayathorn Building



## Section 2 Aims and Objectives

### 1. Course Goals

The objective of this course is to support students in becoming original, creative thinkers while engaging in practice-led research. Drawing from the tradition of creative exploration in studio art classes, the course asks each student to find unique solutions to open-ended problems. Students will be introduced to a variety of new and familiar creative mediums throughout the class, and will build confidence in expressing themselves both through visual and verbal languages. Students will learn various steps in the creative process — and will be asked to communicate their thinking process, followed by discussions of alternative directions and solutions with instructor and peers.

- Communicate thinking process and details of creative practice/process
- Discuss observations and alternative solutions with peers
- Listen to criticism and opinions about one's own work and contribute to a discussion about others' work
- Confidently making individual/subjective (aesthetic) decisions
- Test out alternative solutions while in process; remain flexible to improvisation and chance/unexpected results
- Using qualitative reasoning to work through given problems
- Engage in practice-led research

### 2. Objectives of Course Development/Revision

#### 2.1 Course Objectives

Students will acquire knowledge, understanding, skills and abilities according to the domains of learning as follows:

##### Cognitive

Students will have knowledge and comprehension of the elements of art and principles of design. They will be able to analyse and evaluate their own creative work and that of their peers through writing and discussion.

##### Affective

Students will be able to comfortably or confidently respond to creative challenges by undertaking practice-led research. They will be immersed in a studio classroom environment where creativity, experimentation and risk-taking are valued and supported.



Academic degree level  Bachelor  Graduate Diploma

Master  
Communication Design  
Creative Thinking Through Art and Design  
ICGH 109

Higher Graduate Diploma  Doctor  
Mahidol University International College  
Fine and Applied Arts Division

### Psychomotor

In producing, viewing and discussing creative work, students will develop ability to perceive the expressive strategies of the artist/designer. Students will be able to originate creative, individual responses to problems through skilled use of art and design mediums. They will learn the process of revision and adaptation to improve and multiply possible outcomes.

### 2.2 Course-level Learning Outcomes: CLOs

On completion of the course, the students will be able to ..... (CLOs)

1. CLO1 Explore and employ a variety of media to develop works of visual art/design
2. CLO2 Demonstrate familiarity with basic elements of art and principles of design, both in developing an artwork and discussing others' artwork
3. CLO3 Engage in a creative problem-solving process, following steps from sketching and brainstorming through refinement and completion
4. CLO4 Respond confidently to a creative brief or challenge with an original solution and be able to present that solution to a group of peers for discussion

## Section 3 Course Description and Implementation

### 1. Course Description

การผสมผสานประสบการณ์การลงมือปฏิบัติจริงโดยการสาธิต การบรรยายให้ความรู้และการอภิปราย พัฒนาความคิดสร้างสรรค์และเพิ่มความมั่นใจในการสื่อสารกับบุคคลที่มีมุมมองเฉพาะตัว สำนวความหลากหลายของสื่อด้านศิลปะและการออกแบบ ทำความเข้าใจองค์ประกอบของภาษาภาพ ประยุกต์กระบวนการคิดและการคิดสร้างสรรค์ พัฒนาทักษะการตอบคำถามแบบอันทันทีรายบุคคล

Combining hands-on studio experiences with demonstrations, lectures and discussion; developing creativity and gaining confidence in communicating one's own unique vision; exploring a variety of art and design mediums; understanding the elements of the visual language; implementing the creative process and creative thinking to develop individual solutions to open-ended problems



## 2. Number of hours per trimester

Theory (hours)	Practice (hours)	Self-study (hours)
24	48	72

## 3. Number of Hours per Week for Individual Advice

4 hours according to instructor's timetable by appointment

During the practice hours of the course, students are working independently or in groups, developing solutions to given creative challenges or prompts. During this studio practice time, students and instructor are free to consult and discuss individual advice and teacher uses questions to help students consider their choices motivations and goals for a given assignment.



## Section 4: Development of the expected learning outcomes

**1. A brief summary of the knowledge or skills expected to develop in students; the course-level expected learning outcomes (CLOs)**

On completion of the course, students will be able to:

1. CLO1 Explore and employ a variety of media to develop works of visual art/design
2. CLO2 Demonstrate familiarity with basic elements of art and principles of design, both in developing an artwork and discussing others' artwork
3. CLO3 Engage in a creative problem-solving process, following steps from sketching and brainstorming through refinement and completion
4. CLO4 Respond confidently to a creative brief or challenge with an original solution and be able to present that solution to a group of peers for discussion

**2. How to organize learning experiences to develop the knowledge or skills stated in number 1 and how to measure the learning outcomes**

CLOs	Teaching and learning experience management				Learning outcomes measurements			
	Lecture	Demonstration	Discussion	Practice	Creative work	Sketchbook	Writing	Critique
CLO1	/	/		/	/	/		
CLO2	/		/	/	/		/	/
CLO3	/		/	/	/	/		/
CLO4	/	/	/	/	/		/	/

## SECTION 5 LESSON PLAN AND EVALUATION

**1. Lesson Plan**

Teaching Period	Topics/Details	Number of hours		Methods: Teaching Media	Lecturer
		Theory*	Practice**		
1	Introduction to the course. Introduction to Project 1. Lecture and demonstration. (Student brainstorming, experimentation, and exploration of mediums.)	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri



Teaching Period	Topics/Details	Number of hours		Methods: Teaching Media	Lecturer
		Theory*	Practice**		
2	Continue Project 1. Lecture, demonstration and discussion. Student studio practice with teacher consultation.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
3	Continue Project 1. Lecture, demonstration and discussion. Student studio practice with teacher consultation.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
4	Continue Project 1. Lecture, demonstration and Discussion. Student studio practice with teacher consultation. Finish Project 1. Group critique.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
5	Introduction to Project 2. Lecture and demonstration. Student sketching, brainstorming, experimentation and exploration of the medium(s).	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
6	Continue Project 2 Lecture, demonstration and discussion. Student studio practice with teacher consultation.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
7	Continue Project 2 Lecture, demonstration and discussion. Student studio practice with teacher consultation.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
8	Continue Project 2. Lecture, demonstration and Discussion. Student studio practice with teacher consultation. Finish Project 2. Group critique.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
9	Introduction to Project 3. Lecture and demonstration. Student sketching, brainstorming experimentation and exploration of the medium.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
10	Continue Project 3. Lecture, demonstration and discussion. Student studio practice with teacher consultation.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
11	Continue Project 3. Lecture, demonstration and discussion. Student studio practice with teacher consultation.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri



Teaching Period	Topics/Details	Number of hours		Methods: Teaching Media	Lecturer
		Theory*	Practice**		
	tation.				
12	Continue Project 3. Lecture, demonstration and Discussion. Student studio practice with teacher consultation. Finish Project 3. Group critique.	2:00	4:00	Lecture, demonstration, student practice with one-on-one consultation	D.Cholsiri
	<b>Total</b>	<b>24</b>	<b>48</b>		

## 2. Plan for Assessment of Expected Course-Level Learning Outcomes (CLOs)

### 2.1 Measurement and Evaluation of learning achievement

#### A. Formative Assessment

Background knowledge probe including questionnaire at the beginning of the class. In-class writing exercises.  
 Written feedback from students after class sessions. In- class exercises.

#### B. Summative Assessment

##### (1) Tool and weight for measurement and evaluation

Learning Outcomes	Evaluation Method*				Weight (Percentage)
	Creative work	Sketchbook	Writing	Critique	
CLO1 Explore and employ a variety of media to develop works of visual art/design	20	10	-	-	30
CLO2 Demonstrate familiarity with basic elements of art and principles of design, both in developing an artwork and discussing others' artwork	10	-	5	10	25
CLO3 Engage in a creative problem-solving process, following steps from sketching and brainstorming through refinement and completion	10	10	-	5	25
CLO4 Respond confidently to a creative brief or challenge with an original solution and be able to present that solution to a group of peers for discussion	10	-	5	5	20
<b>Total</b>	<b>50</b>	<b>20</b>	<b>10</b>	<b>20</b>	<b>100</b>





(2) Measurement and evaluation

For grade A – F

Grade	Achievement	Final Score (% Range)	GPA
A	Excellent	90 – 100	4.0
B+	Very good	85 – 89	3.5
B	Good	80 – 84	3.0
C+	Fairly good	75 – 79	2.5
C	Fair	70 – 74	2.0
D+	Poor	65 – 69	1.5
D	Very poor	60 – 64	1.0
F	Fail	Less than 60	0.0

(3) Re-examination (if the course allows any.)

N/A

**3. Students' Appeal**

Students may appeal (in person or in writing) to the Course Instructor, the Course Coordinator or the Division Chairman.

**Section 6 Teaching Resources**

**1. Required Texts**

- 1) There are no established required texts for this course, as it is primarily focused on creative practice and discussion and analysis of visual art and design. Instructor will direct students to required readings or visual research as it relates to particular assignments.

**2. Suggested Materials**



- 1) Students will be provided with studio materials and/or a shopping list for materials, which will vary according to particular assignments.

### 3. Other Resources (if any)



## Section 7 Evaluation and Improvement of Course Implementation

### 1. Strategy for Course Effectiveness Evaluation by Students

Students will be asked for informal feedback throughout the course.

Students will fill out formal anonymous evaluations at end of term.

### 2. Strategy for Teaching Evaluation

Peer evaluation of classroom activity and student projects.

Self-evaluation of lectures, demonstrations and critiques led by instructor.

### 3. Teaching Improvement

Record student feedback and keep notes of daily activities and problems.

Consult with peers.

### 4. Verification of Standard of Learning Outcome for the Course

Review students' self-assessments in their process books.

Review student projects together with evidence of process.

Invite peer faculty to attend critique and provide feedback.

### 5. Revision Process and Improvement Plan for Course Effectiveness

Document student work and keep records of individual student achievement and experiences.

Exhibit student work for peer and community comments.



## Appendix

### Relations between the course and the General Education

**Table 1** Relations between CLOs and MU-GE Module LOs (numbers in the table = Sub LOs)

ICGH 109	MU-GE LOs								
	MLO1	MLO2	MLO3	MLO4	MLO5	MLO6	MLO7	MLO8	MLO9
CLO 1 Explore and employ a variety of media to develop works of visual art/design			3.1 3.2	4.1	5.2				
CLO 2 Demonstrate familiarity with basic elements of art and principles of design, both in developing an artwork and discussing others' artwork								8.1 8.2	
CLO 3 Engage in a creative process, following steps from sketching and brainstorming through refinement and completion	1.3 1.4			4.1	5.2				
CLO 4 Respond to a brief or challenge with an original solution and be able to present that solution to a group of peers for discussion	1.3 1.4			4.2	5.2			8.1 8.2	

**Table 2** LOs that the course is responsible for

MU-GE LOs	Sub LOs
MLO 1 Create and construct an argument effectively as well as identify, critique and evaluate the logic and validity of arguments	1.1 Identify concepts related to the context of learned issues/topics 1.3 Collect, analyse, synthesize data and evaluate information and ideas from multiple sources relevant to issues/ problem 1.4 Synthesize information to arrive at logical reasoning
MLO 3 Acquire specific strategies and skills within a particular discipline and adapt them to a new problem or situation	3.1 Connect, synthesise and/or transform ideas or solutions within a particular framework 3.2 Integrate alternative, divergent, or contradictory perspectives or ideas in the solution of a problem or a question



Academic degree level  Bachelor  Graduate Diploma  Master

Higher Graduate Diploma  Doctor

Mahidol University International College

Fine and Applied Arts Division

Communication Design  
Creative Thinking Through Art and Design  
ICGH 109

MLO 4 Create a novel or unique ideas, question, format, or product within a particular framework	4.1 Create an original explanation or solution to the issues/problems 4.2 Articulate the rationale for & consequences of his/her solution- identify opportunities & risk
MLO 5 Explore and situate oneself in a new physical environment and intellectual perspectives	5.2 Resort to multi-dimensional settings and tools to acquire knowledge and skills relevant to the problems or situation at hand
MLO 8 Use a variety of means/ technologies to communicate effectively and purposefully; e.g., share information/ knowledge, express ideas, demonstrate or create individual & group product, etc.	8.1 Communicate/present ideas effectively both oral & written forms to appropriate audience, such as verbal discussion with peers, and written project reports. 8.2 Prepare a purposeful oral presentation designed to increase knowledge, to foster understanding, or to promote change in the listeners' attitudes, values, beliefs, or behaviors.

**Table 3 MU-GE Module LOs:** At the end of studying MU-GE Module, successful students will be able to

Competences	LOs:	Sub LOs:
1. <b>Critical thinking &amp; Analysis:</b> Use various sources and methods to collect and manage data & information and make a logical judgement and decision to arrive at a solution or problem solving relevant to real-world issues/ problems	1. Create & construct an argument effectively as well as identify, critique and evaluate the logic & validity of arguments	1. Identify concepts related to the context of learned issues/topics 2. Demonstrate ICT literacy: use appropriate technology to find, evaluate, and ethically used information 3. Collect, analyze, synthesize data, & evaluate information and ideas from multiple sources relevant to issues/problems 4. Synthesize information to arrive at logical reasoning
	2. Select & use techniques and methods to solve open-ended, ill-defined and multistep problems	1. Apply simple mathematical methods to the solution of 'real-world' problems 2. Make judgement & decision through correct analysis, inferences, and evaluations on quantitative basis and multiple perspectives 3. Apply concept of process management to solve problems
2. <b>Creativity &amp; Innovation:</b> Show capability to initiate alternative/ new ways of thinking, doing things or solving problems to improve his/her or team solutions/ results by applying the evidence-based process management concepts	3. Acquire specific strategies & skills within a particular discipline and adapt them to a new problem or situation	1. Connect, synthesize and/or transform ideas or solutions within a particular framework 2. Integrate alternative, divergent, or contradictory perspectives or ideas in the solution of a problem or question
	4. Create a novel or unique ideas, question, format, or product within a particular framework	1. Create an original explanation or solution to the issues/problems 2. Articulate the rationale for & consequences of his/her solution- identify opportunities & risk 3. Implement innovation through process management approach
	5. Explore and situate oneself in a new physical environment and intellectual perspectives	1. Demonstrate cultural competencies and adaptabilities in different working environments 2. Resort to multi-dimensional settings and tools to acquire knowledge and skills relevant to the problems or situation at hand



Competences	LOs:	Sub LOs:
<b>3. Global perspectives &amp; Ethics:</b> Express one's own ideas, interact with others, guide or lead team, as proper, as an ethically- engaged and responsible member of the society	6. act autonomously within context of relationships to others, law, rules, codes, and values	1. Demonstrate an understanding of the principles upon which sustainable ecosystems and societies are built 2. Identify the national & global challenges associated with current economic, political, and social systems 3. Exhibit characteristics of responsible citizenship 4. Work effectively in diverse team (and multi-cultural settings)
	7. Apply ethical frameworks or principles and consider their implications in his/her decision-making and interacting with others	1. Identify ethical issues and recognize different viewpoint and ideologies 2. Guide & lead others 3. Apply principles of ethical leadership, collaborative engagement, and respect diversity
<b>4. Communication:</b> Communicate effectively and confidently using oral, visual, and written language	8. Use a variety of means/ technologies to communicate effectively and purposefully; e.g., share information/ knowledge, express ideas, demonstrate or create individual & group product, etc.	1. Communicate/present ideas effectively both oral & written forms to appropriate audience, such as verbal discussion with peers, and written project reports. 2. Prepare a purposeful oral presentation designed to increase knowledge, to foster understanding, or to promote change in the listeners' attitudes, values, beliefs, or behaviors. 3. Prepare written documents to express ideas/solutions using different writing technologies, and mixing texts, data, and images. 4. Demonstrate competence in a second or additional language
<b>5. Collaboration and Working with team:</b> Collaborate and work effectively with team to arrive at team goals	9. Collaborate and work effectively as part of a student group/team member to arrive at the team shared-goals in time	1. Collaborate effectively with others as a responsible team member to achieve team goals in time 2. Interact with others respectfully, either as a team member or leader, to create a productive teamwork

### GE and Course's CLOs Alignment

Critical Thinking	Course Learning Outcomes (CLOs)
Knowledge	
1. Describe thinking processes and practice	CLO 1 Explore and employ a variety of mediums to develop works of visual art/design
2. Employ qualitative and quantitative reasoning to make a logical and ethical judgement	CLO 3 Engage in a creative problem-solving process, following steps from sketching and brainstorming through refinement and completion
3. Apply various communication approaches to express opinions and ideas	CLO 2 Demonstrate familiarity with basic elements of art and principles of design, both in developing an artwork and discussing others' artwork



Academic degree level  Bachelor  Graduate Diploma  Master

Higher Graduate Diploma  Doctor

Mahidol University International College

Fine and Applied Arts Division

Communication Design  
Creative Thinking Through Art and Design  
ICGH 109

Skills	
1. Practice self-confidence in one's own abilities to reason	CLO 4 Respond confidently to a creative brief or challenge with an original solution and be able to present that solution to a group of peers for discussion
2. Flexibility in considering alternatives and opinions	
3. Understanding of the opinions of other people	
4. Practice-led research	