


Dr Shabnam Khan & Nausheen Iftakhaar
Thesis Seminar (AAE 715)

Aliya Yousuf
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Skills, Crafts and Digital Age

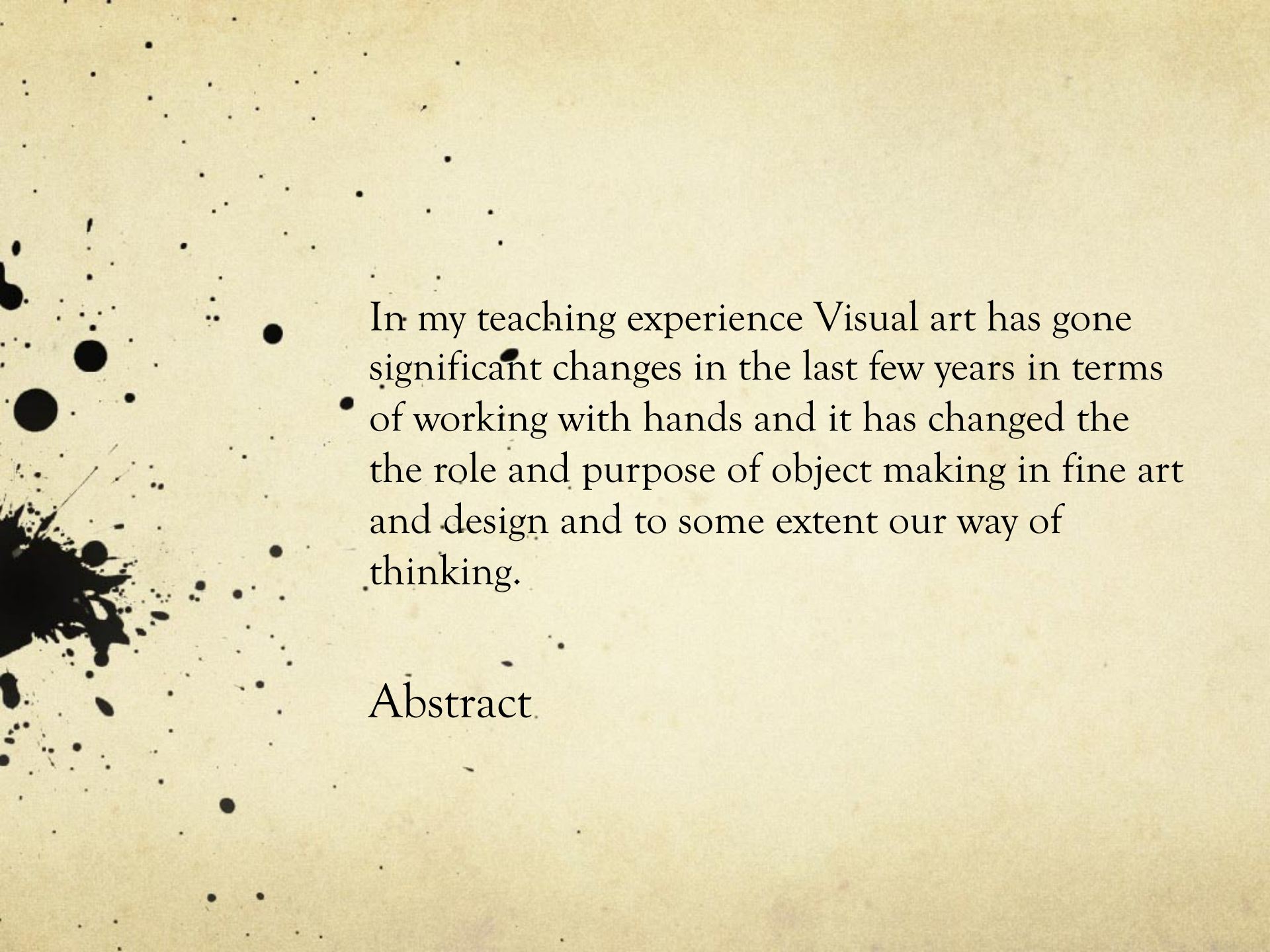
R.Q., What could be the teaching pedagogy/ strategy in higher education which enables students creative and problem solving skills through hands-on activities in the digitally inflated 21st century?

- Comparative and Explanatory
- Gardner (Multiple intelligence), Piaget (Cognitive Development), Dewey (pragmatist)



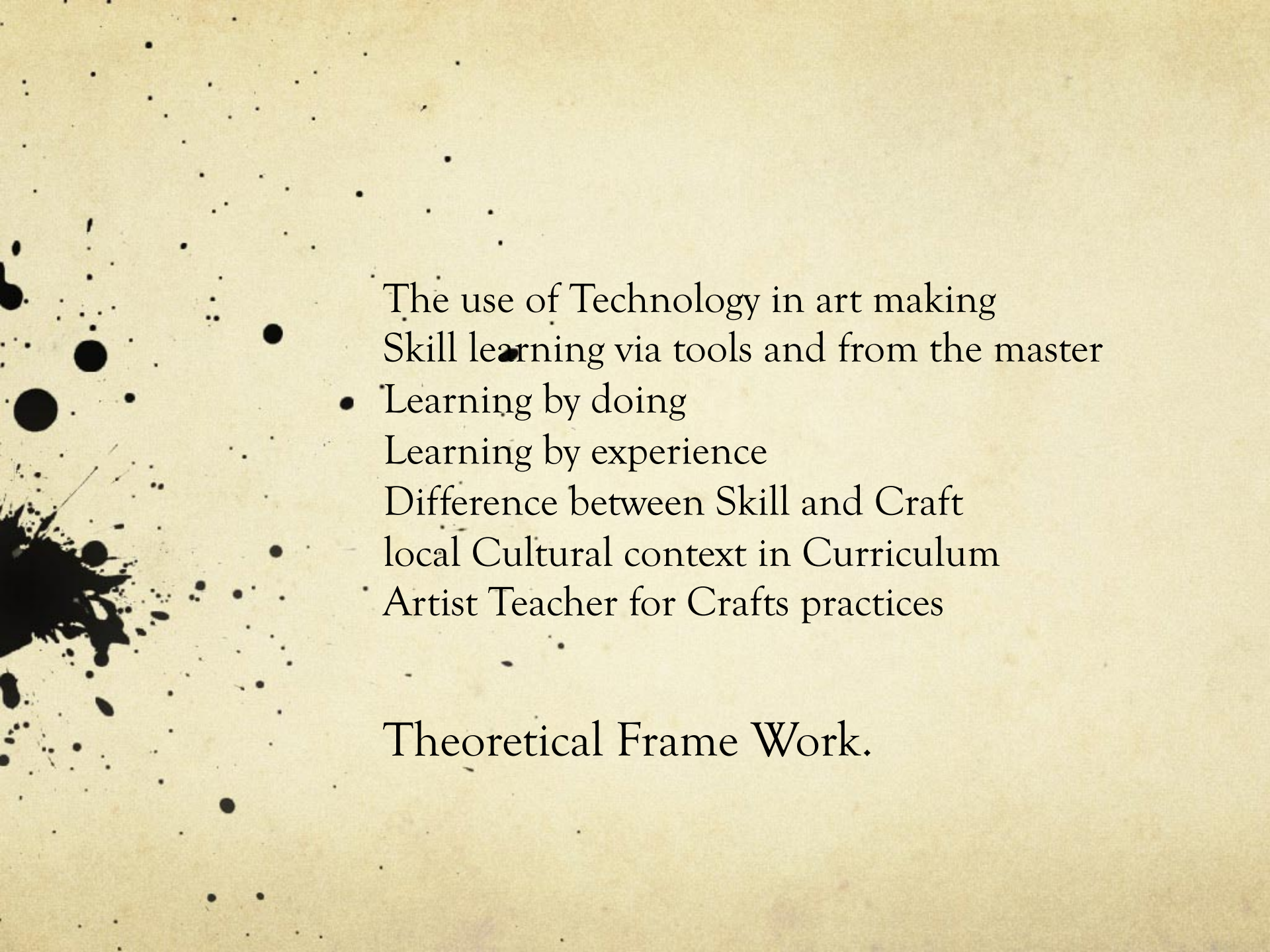
“When we slow down we break in which conscience of activities in sequence comes to the floor .when we go fast we loose how an activity is constituted”
Richard Sennette.

“The hand and a brain mutually generate activity and development in one another. In neurologist words Frank Wilson: Brian is hand and hand is brain” **Richard Sennette.**



In my teaching experience Visual art has gone through significant changes in the last few years in terms of working with hands and it has changed the role and purpose of object making in fine art and design and to some extent our way of thinking.

Abstract



The use of Technology in art making
Skill learning via tools and from the master

- Learning by doing


Learning by experience

Difference between Skill and Craft

local Cultural context in Curriculum

Artist Teacher for Crafts practices

Theoretical Frame Work.



Kador, Chattarjee,
Marje-leena Ronkko & Jaana Lapisto
Leah Buechley & Hannah Perner-wilson
Richard Sennette
Molly A. Marshall
Dr. Bassam N. Al Radaideh
Nadeem Omar Tarar

Researcher Authors Educators name.

Verification of different pedagogical methods
(derived)

- Comparison with in my teaching (observations)
analysis of previous data in the form of student
work
experiences of co-teachers
Semi structured interview of Artist Teachers.

Methodology