

Times	Activity	Room
10:00 – 10:30	Registration - Tea/Coffee/Pastries	Benzie 403
10:30 – 11:20	<p><b>Welcome and Introduction</b>  <b>Professor Sally Wade, Chair of GLAD</b>  <b>Sheffield Hallam University</b></p> <p><b>Keynote Speaker</b>  <b>Dr Stephen Jones</b>            ‘Beyond Excellence: new discourses for university teaching in the age of competition’  <b>University of Manchester</b></p>	<p><b>Benzie 403</b></p> <p><b>Benzie 403</b></p>
<b>WORKSHOP SET 1</b>		
11:30 – 13:00	<p><b>STRAND A</b>  <b>Sarah-Jane Crowson</b>            WORKSHOP</p> <p><b>Tracey Waller</b>            WORKSHOP            “I hated assessment, well, I get why we did it, yeah, I quite liked it actually.”</p>	<b>Benzie 303</b>
	<p><b>STRAND C</b>  <b>Dr Jess Power</b>            ‘Beyond the boundaries of Art and Design - The Innovation and Creative Exchange’</p> <p><b>Ellen Sims , Melanie Brown, Paul Fieldsend-Danks</b>            ‘Trading places: developing a disruptive model for interdisciplinary practice.’</p> <p><b>Andrew James, Russell Cleave and Dom Deane</b>            ‘Practical Screencraft: Making it like work’</p>	<b>Benzie 403</b>
	<p><b>STRAND D</b>  <b>Dr Oonagh Murphy</b>            WORKSHOP            ‘Working in the Art World: Professional Practice Reimagined.’</p> <p><b>Sarah Humphreys &amp; Gary Sleightholme</b>            WORKSHOP            "Hatch - developing entrepreneurial skills for the Creative Industries using applied gaming"</p>	<b>Benzie 308</b>

13:00 – 13:45	<b>LUNCH</b>	<b>Benzie 403</b>
13:45 – 15:15	<b>STRAND A</b> <b>Rachel Kelly</b> “Ikebana: A Tool for Collaborative Art & Design Pedagogy” <b>Michelle Fava, Chris Owen</b> “Learning to draw in Higher Education” <b>Joanne Verran</b> “A trans-disciplinary city in the making: Manchester, European City of Science”	<b>Benzie 303</b>
	<b>STRAND B</b> <b>Alana James, Alison Gwilt</b> “Different ways of doing: how fashion curriculum contextualises sustainability as a key design tool in higher education” <b>James Corazzo</b> “Graphic design education: mediating a multiplicity of practice(s).” <b>Dr Nicky Ryan</b> “The Future of Future Studies in Art & Design Education”	<b>Benzie 403</b>
	<b>STRAND C</b> <b>Cathy Gale</b> “Deploying ambiguity to navigate the liminal spaces of graphic design” <b>Allie Mills</b> “The Persistence of Character: Sir Alec Clegg” <b>Sarah Humphreys, Gary Sleightholme</b> WORKSHOP “The Watercooler Game - developing teamworking skills for the Creative Industries using applied gaming”	<b>Benzie 308</b>
15:15 – 15:30	<b>Refreshments and change rooms</b>	<b>Benzie 403</b>
15:30 – 16:15	<b>KEYNOTE</b> <b>Professor Susan Orr</b> ‘Teaching Excellence in Art and Design: What is it and who decides?’ <b>University of the Arts, London</b>	<b>Benzie 403</b>
16:15 – 16:30	<b>Closing comments</b> <b>Professor Sally Wade, Chair of GLAD</b> <b>Sheffield Hallam University</b>	
16:30	<b>CLOSE</b>	

# GLAD

Group for Learning in Art and Design  
Conference Programme 6<sup>th</sup> April 2017

Manchester School of Art  
Manchester Metropolitan University

ABSTRACTS