

## CREATIVE ART AS RESEARCH

### Models:

#### Domains of visual practice

- Knowing – **in** (process of making – artist/researcher and object of study)  
Knowing – **through** (functions and purposes of art)  
Knowing – **about** (why and how art is made, interpreted and its function in society; ideas, themes, concepts).

#### Cognitive functioning

(Processes wherein the organism becomes aware of the environment and their own consciousness)

the act of representation (re-presenting) involves:

- **inscribing (stabilises ideas and concepts in a palpable form)**
- **selecting (materials)**
- **editing (ways of seeing the world; finding structural equivalents)**
- **communicating**
- **surprise.**

#### Visual arts knowledge is:

- Transformative** (visual arts are recursive as works constantly change in the process and progress of the artwork)
- Constructivist** (integrates theory and practice – praxis – awareness, insight and understanding)
- Conceptual** (personal cognitive systems and culturally accessible domains)
- Contextual** (exists in a community of users – personal, educational, social, cultural).

#### Reflexive practices:

- Self-reflexive** (inquiry process, personal and creative insight)
- Reflective** (reflection on information to consider alternative conceptions, imaginative options, plural possibilities)
- Dialogic** (debate between researcher and researched)
- Questioning** (content and contexts become problematic).

ARTISTIC PRACTICE INVOLVES a critical engagement and dialogue between, within, and around the ARTIST, ARTWORK and CONTEXT each playing a role in our understanding.

## USEFUL REFERENCES

- Eisner, E (2002) *The Arts and the Creation of Mind*, New Haven, Yale.
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- Malin, J *in art and design*, Burlington, Ashgate.
- Sullivan, G (2005) *Art practice as research – Inquiry in the visual arts*, Thousand Oaks, Sage.