

# New options: Domains

**Table 3: The Matrix**

This matrix was proposed and developed by Professor Emeritus Neil Brown with the assistance of Dr Althea Francini. It was used as the organiser for the *National Review of Visual Education* (2006).

The Arts: Key Contributing Factors in the Emergence of Visual Education													
	Plato, Religion & the Arts	The arts & crafts & Design as Technical & Historical Disciplines	Creativity & the Arts	Aesthetics, Taste & the Arts	Physiology of the Arts: Art, Perception, Neurophysiology & Pathology	Rebellion, Difference, Transgression & the Arts	The Arts as a Way of Knowing	The Arts as a Form of Communication	Cultural Studies & the Arts	The Arts & Visual Culture	The Digital, Multimodal & Relational in the Arts	E D U C A T I O N A L  P O L I C Y	
The Student: Key Curriculum Stages in Visual Education	Early Childhood	A1	B	C	D	E	F	G	H	I	J		K
	Primary School Age	2											
	Early Adolescent	3											
	Late Adolescent	4											
	Tertiary	5											
	Iconographic Prescription & Tradition	Apprenticeship, Coaching, mastery & Accreditation of Skills & Knowledge	Nurturing the Experimental Investigation & Expression of Individual Ideas & Feelings	Critical Transaction & Description of Immediately Felt Experience	Explaining the Pictorial Functions of Imagery, Iconography & Therapy	Art Education as the Alternative to Formal Curriculum	Art as a practical & conceptual kind of reasoning	The Visual Arts as a Non-spontaneous Language that Needs to be 'Written' and 'Read'	The Functional Role of the Arts in Society, Including Arts as a Kind of Practice	The Visual Arts as the Cultural Analysis of Popular & Everyday Appearances	Screen Based, Interactive, multimodal, networked, design centric		
The Teacher: Key Pedagogical Factors in the Teaching of Visual Education													