

Module Title:	Design Thinking 2
Language of Instruction:	English
Credits:	5
NFQ Level:	6
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	Lectures, Studio base projects, tutorials and Case studies. Module will be delivered in a studio based environment with lectures, projects and practical work running simultaneously.
Module Aim:	The module will equip the students in the skills and know how of design thinking in particular prototyping and testing, and investigative awareness of emerging digital based technologies.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Create and present a prototype design of a design solution.
LO2	Display reasoning and problem-solving skills.
LO3	Able to redesign and reframe a prototype based on user feedback
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment
Indicative Content
Prototype

Build to think. A simple, cheap and fast way to shape ideas, so to experience and interact with them. Create an artefact in low resolution, a physical object or a digital clickable sketch. Create a scenario to test and role play in a physical environment and let users experience the solution.

Test

Analysis the feedback from the prototype(s). Learn about the user, reframe your view and refine your prototype. Listen and document the finding react and redesign accordingly.

Assessment Breakdown
%

Project

100.00%

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook/ sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	100.00	End-of-Semester

No Practical

No End of Module Formal Examination

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook/ sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	100.00	End-of-Semester

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	3.00
Independent Learning Time	12 Weeks per Stage	3.00
Total Hours		72.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KWCCD_B	Bachelor of Science (Honours) in Creative Computing and Digital Innovation	2	Mandatory