| **Module Title:** | Design Process and Methodology |
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| **Language of Instruction:** | English |

| **Credits:** | 5 |
|---|---|

| **NFQ Level:** | 8 |
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| **Module Delivered In** | 1 programme(s) |
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| **Teaching & Learning Strategies:** | Lectures, seminars demonstrations and research based discussion groups. Critical analysis of design concepts, product and production. |
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| **Module Aim:** | Allow the student to understand the role of design in the development cycle, its methodology, its importance. Allow the student to engage with the principles of concept design, and create engaging and effective concept. |
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| **Learning Outcomes** |
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| *On successful completion of this module the learner should be able to:* |

| LO1 | Demonstrate an understand the Design / Creative Process. Understand how to engage and use the process to create engaging and effective design |
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| LO2 | Understand client / project / design requirements. Gain a skill set that allows the student to understand the needs of the client, the requirements of the project and the imposed limitations of product, design and time. |
| LO3 | Design presentations, proposal, documents. Understand how to create interesting, effective, accurate and engaging design presentations, proposals and documents. Gain a competency in delivering presentation to a high standard within a creative environment |

| **Pre-requisite learning** |
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| *Module Recommendations*<br>*This is prior learning (or a practical skill) that is recommended before enrolment in this module.* |
| No recommendations listed |
| *Incompatible Modules*<br>*These are modules which have learning outcomes that are too similar to the learning outcomes of this module.* |
| No incompatible modules listed |
| *Co-requisite Modules* |
| No Co-requisite modules listed |
| *Requirements*<br>*This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.* |
| No requirements listed |

## Module Content & Assessment

### Indicative Content

**Design / Creative Process**
Understand what the design and creative process is, the role of the UX / UI designer, how to use the process.

**Requirements**
Develop skills to understand the requirements of the projects. Through various research methods models understand the client, user, and project requirements and plan how to create and develop these.

**Propose, document, present**
Enhance skills required to present a design concept, develop and pitch a design project and how to document the process effectively.

**Engineering thinking**
Understand the idea of engineering thinking and the process of analysis. Develop a set of analytical skills to allow the student to create a number of outcomes and select the best methods due to a number of quantifiable factors, or measures

| Assessment Breakdown | % |
| --- | --- |
| Practical | 100.00% |

| No Continuous Assessment |
| --- |

| No Project |
| --- |

### Practical

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
| --- | --- | --- | --- | --- |
| Practical/Skills Evaluation | The subject will be assessed through the completion of practical 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. The grading will be based on the learners ability to incorporate feedback and progress from delivery to delivery. Delivery in 4 stages. | 1,2,3 | 30.00 | Week 11 |
| Practical/Skills Evaluation | The subject will be assessed through the completion of practical 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. The grading will be based on the learners ability to incorporate feedback and progress from delivery to delivery. Delivery in 4 stages. | 1,3 | 30.00 | Week 10 |
| Practical/Skills Evaluation | The subject will be assessed through the completion of practical 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. The grading will be based on the learners ability to incorporate feedback and progress from delivery to delivery. Delivery in 4 stages. | 1,2,3 | 20.00 | Week 7 |
| Practical/Skills Evaluation | The subject will be assessed through the completion of practical 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. The grading will be based on the learners ability to incorporate feedback and progress from delivery to delivery. Delivery in 4 stages. | 1,2,3 | 20.00 | Week 5 |

| No End of Module Formal Examination |
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**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

## Module Workload

| Workload: Full Time | | |
|---|---|---|
| *Workload Type* | *Frequency* | *Average Weekly Learner Workload* |
| Lecture | 12 Weeks per Stage | 1.00 |
| Practicals | 12 Weeks per Stage | 2.00 |
| Tutorial | 12 Weeks per Stage | 1.00 |
| Estimated Learner Hours | 15 Weeks per Stage | 5.13 |
| | Total Hours | 125.00 |

## Module Delivered In

| Programme Code | Programme | Semester | Delivery |
|---|---|---|---|
| CW_KCIAD_B | [Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design](#) | 7 | Mandatory |