

Module Title:	Design Introduction
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	No Programmes
Teaching & Learning Strategies:	The learner is immersed in a range of collaborative, problem-solving activities, to investigate and evaluate where design can propose solutions for commercial and social benefit. The holistic, student-centred studio-based approach, facilitated by faculty, is intended to negotiate, facilitate and guide learner engagement and scaffold a deep-learning using the following strategies: • Lectures, • Studio-based learning, • Presentation, • Facilitated peer-to-peer critique/review, • Self-directed independent learning
Module Aim:	The aim of this module is to introduce learners to the basic skills required to undertake a design project. In this module, learners will develop two and three dimensional sketch skills appropriate to the product designer. Furthermore they will be introduced to sketching for idea generation and as a creative problem solving tool. The aim is that the learner will apply these skills into the Design process and understand how they relate to problem solving at the various iterative design stages. Learners will then be introduced to skills of developing a portfolio allowing them to summarise, synthesise and visually articulate their work.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	To demonstrate the ability to produce a portfolio of work.
LO2	To develop the ability to use a number of methods of concept and idea generation
LO3	To demonstrate the ability to explore the construction of basic geometry
LO4	To demonstrate the skills required to sketch in a manner appropriate to idea generation for design
LO5	To develop creative problem solving skills
LO6	To develop a range of sketching skills and explore various styles
LO7	To review skills & deliverables over the module and submit a future development plan

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

Principles of Sketching 1 & 2

2D line sketching for product design starting from basic geometry. Sketching styles, line weight and consistency. Introduction to house style

Principles of Sketching 3,4,5 & 6

3D geometric form buildup through sketching. Technical sketching and sketching human form

Surface Representation

Rendering, shading and texture for sketching

Product Design Project

Sketching for problem solving conceptualisation and ideation. Sketching in the Design Process, Iteration, evolution and concept development.

Exit Interview & Review

Exit Interview & Review - Learners will present for interview and submit a portfolio, reflective chart reviewing performance across the six key learning streams & future development plan

Design Studio (Resource)

Learning is conducted in a dedicated space designed to allow for studio based learning. This space is specific to a particular learning group. While used to deliver studio based education the space is available to be used outside the time frame of the working day. It provides a safe learner driven, peer-reviewed environment, supported on a one-to-one basis. It supports the synthesis of parallel concurrent modular knowledge, skills and competency with prior learning & personal aesthetic judgement, to resolve specific design research question/s.

Workshop/Materials (Resource)

This is a dedicated space to allow learners to test, evaluate and represent the application of their research through 3D physical workshop made models. Resourcing of a workshop space include machinery, tools and materials. Materials such as modelling foam, MDF, Jelutong, Cardboard, foam board are all essential to investigation of developing a design solution.

Technician (Resource)

a dedicated design technician to support, demonstrate and maintain equipment while auditing and stocking of materials for the design workshop and studio practice

Computers/Plotters/Printers (Resource)

In this year each learner requires the use of a personal computer of suitable specification to run software used on the design programme. There should be access to printing and plotting facilities in order to complete final deliverables or Honours Degree Project.

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Basics of 2D line and 3D geometric sketching for product design.	3,5	10.00	n/a
Project	3D geometric form buildup through sketching	3,4	10.00	n/a
Project	Progress of portfolio through sketchbook deliverable	1,3,4,5	10.00	n/a
Project	Sketching for problem solving conceptualisation and ideation.	2,3,4,5	10.00	n/a
Project	A reflection of work conducted to date. Documented and applied through sketchbook portfolio	1,5	10.00	n/a
Project	Sketching in the Design Process, Iteration, evolution and concept development.	2,3,4,5	20.00	n/a
Portfolio	A submission of a portfolio showing content and development over the year across the six key learning streams	1,2,3,4,5,6,7	20.00	Week 29
Oral Examination/Interview	Learners will present for interview and review performance across the six key learning streams including a future development plan	1,2,3,4,5,6,7	10.00	Week 29

No Project

No Practical

No End of Module Formal Examination

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Studio Based Learning	Every Week	10.00
Independent Learning Time	Every Week	4.00
Total Hours		14.00

