

Module Title:	Design
Language of Instruction:	English
Credits:	5
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, • Peer-to-peer group/team learning, • Industry/partner collaboration, • E-Learning, • Presentation, • Workshop, • Facilitated peer-to-peer critique/review, • Self-directed independent learning,
Module Aim:	The aim of this module is to guide the learners through a comprehensive range of design projects in a manner which is consistent with the operation of the industrial designer in industry. To encourage the learner to explore their own sense of visual aesthetic and to develop a confidence in their ability to address problem solving with creativity and innovation. To provide the learner with a comprehensive range of presentation skills necessary in the communication of their ideas in Core Design Project studio work and effectively work as a team/group member. To further develop and focus the learner on the product detailing and technical / Engineering drawing skills appropriate to the industrial designer. This module will assist in the further development of component assembly / materials and tolerance specifications.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Answer a design brief by sequentially carrying a project through a comprehensive range of design phases to a final conclusion as experienced by designers in industry.
LO2	Organise, analyse and evaluating information to facilitate the exploration of design solutions to user focused design problems,
LO3	Demonstrate a comprehensive range of sketching skills in a manner which is appropriate for data recording and concept communication for the industrial designer.
LO4	Produce G.A.s and Parts specifications appropriate at this level of study.
LO5	Develop further the range of presentation skills and apply them to industrial design projects.
LO6	Co-operate within a group as a design team member. (Brainstorming etc.)
LO7	Participate in live projects and dealing with industry clients
LO8	Evaluate their design concepts from an environmental and social perspective
LO9	Organise and value their project portfolio and engage in a review of skills & deliverable and produce 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

Design

This comprises up to 5 main projects of 2-4 week duration with specific ID learning outcomes. Project types will incorporate elements: • Deconstructed Product: sketching of component details/isometric drawing / explosion of assemblies/ rendering surfaces/ GA & part drawing / modelling/company profile. • Ergonomics and anthropometrics: static and dynamic anthropometry, workspace activity. • Large Scale Design - Space/Environment: environmental design / display-exhibition / civic design. • Redesign in Company Style: style interpretation / focus on detailing. • Product-Brand Comparison & Presentation of Conclusions. • Ergonomic Interface: user analysis /control & display / post design evaluation. • Futures, Blue sky, Style: • Environmental / Efficiency in Design: sustainability, component recycling / assembly / materials. • Packaging: Complex/Critical Support Packaging etc. • Live projects / Design Competitions: Project briefs set by SME's, Local industries • New technology: Projects should be structured to accommodate where possible: • As many of the Professional Practice components as possible. • Group project work. • Guidance or external lecturer input / sponsorship • Phased submission.

Design Studio (Resource)

A dedicated space designed to allow for studio learning. This space is specific to a learning group. While used to deliver studio based education the space is available to be used outside the time frame of the working day to provide a safe learner driven environment.

Workshop (Resource)

A dedicated space to allow learners to build, test, evaluate and represent 3D forms.

Computers / plotters / Printing (Resource)

Each learner requires access to studio computers with suitable software used on the Design program. There should be access to printing and plotting facilities in order to complete Design Projects.

Prototyping (Resource)

Learners require access to prototyping machines such as laser cutter, 3D printing.

Assessment Breakdown

	%
Continuous Assessment	100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Project 8. Deconstructed Product. Technical standards in orthographic specifications/B.S.308 • Dimensioning & tolerance Presentation	1,2,3,4	15.00	Week 4
Project	Project 9. Communications within teams, group dynamics & team management.	1,2,5,6	15.00	Week 6
Project	Project 10. Materials based project	1,2,3,4	15.00	Week 9
Project	Research Driven project leading into project 10.	1,2,3,5,6,8	5.00	n/a
Project	Project 11. Live projects / Design Competitions: Project briefs set by SME's, Local industries	1,2,3,4,5,6,7,8,9	20.00	Week 15
Portfolio	Portfolio: A portfolio of the second year's Industrial design project work will be submitted for end of year review. The portfolio will consist of a summary of each of the ID projects undertaken throughout that year and the learners work placement / industry assignments.	1,2,3,4,5,6,7,8,9	20.00	Week 30
Oral Examination/Interview	Learners will present for interview and review performance across the six key learning streams including a future development plan	5,9	10.00	Week 30

No Project

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>
Studio Based Learning	Every Week	4.00
Independent Learning	Every Week	2.00
Total Hours		6.00

