

<b>Module Title:</b>	Workshop Practice
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	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, • E-Learning, • Presentation, • Workshop, • Self-directed independent learning,
<b>Module Aim:</b>	The learner is introduced to workshop practice, health and safety, procedures, personal protective equipment, machinery, tools & material associated with a design workshop. They are introduced to techniques of fabrication and construction of 3D forms for design evaluation. The learner will attain the methodology, skills & professionalism around workshop practice that will ground the activity for follow on modules. The learner will develop the skills to read & interpret technical drawings and develop accurate 3D forms from them. The learner will also engage in online material on SOPs.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	To demonstrate the ability to safely use workshop machines associated with the fabrication of components and form for design models
LO2	To demonstrate the ability to use a range of model making materials in creating rapid form exercises
LO3	To demonstrate the ability to learn from engaging in activities
LO4	To develop curiosity around materials, techniques and finishes
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b> <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

#### Workshop Induction

Introduction to workshop and equipment, health and safety, good workshop practice, appropriate machine use skills, personal protective equipment (PPE), model making materials, workshop tools, workshop signage. A comprehensive look at all the machinery, equipment, accessories and personal protective equipment used in workshop practice. It will analysis safe use, related materials, typical applications and opportunities arising

#### Standard Operating Procedures (SOP's)

A series of online videos have been development on standard operating procedures for each machine in the workshop. They have embedded questions on each machine.

#### Exploration of Form

Rapid generation of 3D forms in modelling foam and the development of skills and techniques through iteration, explore the use hand tools, learn the qualities and opportunities of using modelling foam. Investigation of the role of planes in the geometric build up of form

#### Reading Technical drawing

Introduction of technical drawing and how they are used in the reproduction of 3D forms, first and third angle projection, views, scales, measurements, detailing, terminology

#### Representation Model

Generation of representation solid models, templates, scroll saw, band saws, pillar drills, milling machines, gluing, surface preparation, priming, spraying, assembly, materials (acrylic, MDF and plastic sheet)

#### Workshop/Materials (Resource)

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. The design workshop is limited to a capacity of 18 for health and safety. In the event a class group is above 18 the class will be split into two groups receiving full allocation of contact hours

#### 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

Assessment Breakdown	%
Practical	100.00%

No Continuous Assessment

No Project

### Practical

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Workshop Induction Skills Projects – Modelling foam geometric shapes, MDF letter B & plastic sheet bending desk tidy. Standard Operating Procedures video engagement	1,2	20.00	Week 4
Practical/Skills Evaluation	Verbal presentation, focusing on two key projects. Learners will present their models and discuss their learning for each. The models will be submitted for review. At the conclusion of each project stage students will undergo a design review to receive formative feedback in a timely manner before assessment P1 Reproduction of complex 3D forms in modelling foam P2 Reproduction of a representation model	1,2,3,4	80.00	Week 15

No End of Module Formal Examination

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

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Practicals	Every Week	4.00
Independent Learning	Every Week	5.00
Total Hours		9.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_DHPDI_B	<a href="#">Bachelor of Arts (Honours) in Product Design Innovation</a>	1	Mandatory
CW_DHIDE_D	<a href="#">Bachelor of Arts in Design</a>	1	Mandatory