

Module Title:	Design Studio 1(Skills and Process)
Language of Instruction:	English
Credits:	20
NFQ Level:	6
Module Delivered In	2 programme(s)
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:	This module aims to introduce learners to the basic skills required to undertake a design project and design research, furthermore to develop the necessary knowledge, skills and competency in written, verbal and interpersonal communication. In this module, learners will develop two and three-dimensional sketch skills appropriate to the product designer. They will be introduced to sketching for idea generation, applying these skills into the design process. They will understand how these skills relate to end-users and be able to apply them through iterative problem-solving at the various stages of the design process. The learner will record reflect and document through verbal and written skills. Learners will be introduced to skills of developing a portfolio, (aligned with the Digital Communication module) 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	Demonstrate the ability to sketch for concept and idea generation
LO2	Think imaginatively and embrace change through iterative creative problem-solving
LO3	Develop the ability to communicate design outcomes confidently through written and verbal means
LO4	Develop a range of basic design research techniques to allow for diversity and inclusivity
LO5	Work autonomously and be flexible and adaptive, taking ownership of work within a studio-based environment
LO6	Demonstrate the ability to produce a portfolio of work and learn from work produced during the year
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
Student Induction Introduction to Design staff, studio-based learning and rules, equipment, house style of sketching.
Sketch Skills and Reflective Practice Learning the basics of 2D line and 3D geometric sketching for design and documenting the process of learning through reflective practice
Applied Sketching Project Applied sketch techniques for different stages of the design process, e.g. problem solving, brainstorming, conceptualisation through to detailing and hand rendering in light and shade
Ergonomics Project User-Centred Research Methods in Design, sketching
Major Design Project A project with a synthesis of the methods and processes learnt through the module
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
Portfolio Projects Portfolio Projects Through project work, learners will develop and submit a portfolio of work showing creative content and personal development over the year
Design Studio (Resource) 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 accommodate learners outside scheduled/timetabled hours. 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 the investigation of developing a design solution.
Technician (Resource) A dedicated design technician to support, demonstrate and maintain equipment while auditing and stocking materials for the design workshop and studio practice
Computers/Plotters/Printers (Resource) Each learner requires access to studio computers. There should be access to printing and plotting facilities to complete Projects. The room must also be fitted with a good quality projector, document visualisers and sound equipment for delivery of hybrid approaches
3D printing facilities Access to 3D printing facilities to complete Projects

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Sketch Skills and Reflective Practice • Basics of 2D line and 3D geometric sketching for design. 3D geometric form buildup through sketch perspective and complex form generation • Documenting reflective practice of studio work Sketch Skills and Reflective Practice • Basics of 2D line and 3D geometric sketching for design. 3D geometric form buildup through sketch perspective and complex form generation • Documenting reflective practice of studio work	1,3,5,6	10.00	Week 8
Project	Applied Sketching Project • Sketching for problem-solving, brainstorming, conceptualisation and ideation • Iteration and Exploration through Sketching • Hand rendering in light and shade • Sketching for Detail	1,2,3,5,6	25.00	Week 15
Project	Ergonomics Project • User-Centred Research Methods in Design • Sketching for problem-solving, brainstorming, conceptualisation and ideation • Iteration and Exploration through Sketching • Process Report Writing • Sketching for Detail and Technical Sketching	1,2,3,4,5,6	20.00	Week 21
Project	First Year Major Project • A project with a synthesis of the methods and processes learnt through the module	1,2,3,4,5,6	25.00	Week 28
Portfolio	Portfolio and Interview • Submission of a portfolio showing content and development over the year • A written reflection of work conducted to date • Using the portfolio, learners will present verbally through interview format reviewing performance through the year	1,2,3,4,5,6	20.00	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	13.00
Independent Learning Time	Every Week	7.00
Total Hours		20.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_DHPDI_B	Bachelor of Arts (Honours) in Product Design Innovation	2	Mandatory
CW_DHIDE_D	Bachelor of Arts in Design	2	Mandatory