

Module Title:	Design Theory, Methods and Application
Language of Instruction:	English
Credits:	5
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 methods and processes can be used for commercial or social need. 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 module aims to introduce the learner to the importance and relevance of Design Theory, Methods and process and understand their application into Design Practice. This module will introduce the history of Design theory and the application of these to future and present contexts. Learners will understand the application of theory, methods and processes in Design practice projects how they can assist in design problem-solving. Through Design theory and practice the module aims to get learners to reflect on their own practice, their role as a developing designer and their design philosophy.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate theoretical understanding of design methods and processes
LO2	Explore the influence history of design methods and processes has had on the current design environment
LO3	Critically assess the differences in various design methods and processes and be confidently flexible in their application
LO4	Apply learnt methods and processes in design work and reflect on personal design philosophy
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 Evolution

• Overview of History of Design methodologies and processes: Artifact to Experience • Current methods and processes in detail (Double Diamond etc) • Visiting Lecturer talk: discussion their profession and process methods • Overview of Design Trends and skills of the Future

Literature review

• Self-Identifying the learner's interest area in Design and selecting reading to learn more about that area • Critical Assessment of 3 pieces of academic writing and reflecting on this in the context of personal development

Design Methods and Application

• Understanding Research Methods: Mixed, Qualitative and Quantitative and when to use them • Understanding Design Processes in Practice and Studio Projects • Applying Design Theory in Practice and Studio projects

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.

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)

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

Assessment Breakdown

%

Continuous Assessment

100.00%

Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Literature Review and Verbal Presentation: The learner will self-Identify a Design area, method or process of interest to them. They will write a literature review and present a verbal presentation reflecting on this in the context of personal development. It will include a critical assessment of 3 pieces of academic writing or publications in the interest area.	1,2,3,4	50.00	Week 7
Written Report	Essay/ Report: Learners will write an essay or report on the Design Process and methods in Practice. They will select a project they are working on in the studio and describe the application of Design Theory, methods and processes in this work.	1,2,3,4	50.00	Week 15

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>
Lecturer Supervised Learning	Every Week	3.00
Independent Learning Time	Every Week	6.00
Total Hours		9.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_DHPDI_B	Bachelor of Arts (Honours) in Product Design Innovation	4	Mandatory
CW_DHIDE_D	Bachelor of Arts in Design	4	Mandatory