

Module Title:	Information Design
Language of Instruction:	English
Credits:	5
NFQ Level:	7
Module Delivered In	2 programme(s)
Teaching & Learning Strategies:	Lecture, tutorials, practicals. The strategy will primarily be to deliver the content through learning by doing, using individual, group work, analysis and comparison of visual media. Information design will be delivered through studio based scenario, with students working on various information based design projects.
Module Aim:	To introduce the student to the area of information design. Develop an understanding of how information design operate within the field of visual communications. Gain theory and practical knowledge in the design of information and visualisation
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Be able to evaluate Key factors within the principles of visual storytelling, and demonstrate how to and design for these.
LO2	Visually communicate an understanding in the principles of information design, including the role and importance of hierarchy, layout, typography and emphasis
LO3	Be able to analyse models of visual communication and understand data and how to visualise information so it is effective for your chosen market
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

Information design

Understand data, and visualisation of data. Understand hierarchy of information, type, colour, layout.

Visual Storytelling

Visualize and communicate critical information in conjunction with understanding how the end user digests information. applying the principles of visual storytelling

Assessment Breakdown

%

Project

100.00%

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Information Design based Project	1,2,3	100.00	Sem 2 End

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>
Lecture	12 Weeks per Stage	3.00
Independent Learning Time	Every Week	36.00
Total Hours		72.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_HWVCD_B	Bachelor of Art (Honours) in Visual Communications and Design	6	Mandatory
CW_HWVCD_D	Bachelor of Arts in Visual Communications and Design	6	Mandatory