Module Title:	Data Visualisation
Language of Instruction:	English

Credits:	5

NFQ Level:	7

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, • Peer-to-peer group/team learning, • E-Learning, • Presentation, • Facilitated peer-to-peer critique/review, • Self-directed independent learning,

Module Aim:	The aim of this modules is to facilitate the learner to prioritise the relevance of information and to explore, formulate and apply creative visual communications strategies in response to research and narratives.

Learning Outcomes
On successful completion of this module the learner should be able to:

LO1	Formulate creative communications strategies in response to research and narratives.
LO2	Use graphics as a tool for communicating and formatting stories that align with audience considerations
LO3	Graphically visualise research data in engaging ways to produce comprehensive and creative project communications using digital and other media.
LO4	Experiment with a diverse range of communication solutions and select appropriate methods/mediums of production for a variety of contextual briefs.

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

Module Content & Assessment

Indicative Content

Stories Narratives and Audience
Introduction to narrative structure, information flow, story sequencing. The learner will discuss and experiment with ways to read, construct, and unfold visual narratives using drawing, digital media (Adobe Creative Suite) and/or suitable materials. Learner will communicate stories verbally and visually using printed and digital media. Consider audience experience and understanding – the use of metaphor and symbols – user journeys and narratives. Explore appropriate formats and layouts for stories.

Research Visualisation
Explore ways to present research in clear, concise, and visually interesting ways using storyboarding and digital media. Introduction to constructing clear information flow and visualizing complex data, scoping and situational data and processes

Infrastructure Resources
Design Studio – 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 be used outside the time frame of the working day. 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.

Computer Plotter Printer Resources
Learner requires access to studio and dedicated lab computers facilities. There should be access to printing and plotting facilities in order to complete projects. The studio must also be fitted with good quality projector, document visualiser and sound equipment for delivery of hybrid approaches. The studio should be fitted with computers capable of running creative design software

Computer Software Resource
Adobe Creative Cloud Suite, including Illustrator, Photoshop, InDesign etc.

Assessment Breakdown	%
Continuous Assessment	100.00%

Continuous Assessment				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Practical/Skills Evaluation	Visualising Exploration	1,2,3,4	30.00	Week 7
Project	Visualising People Engagement, Process and Findings	1,2,3,4	70.00	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		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Studio Based 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	5	Mandatory
CW_DHIDE_D	Bachelor of Arts in Design	5	Mandatory