

<b>Module Title:</b>	Surface Finishing and Detailing
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Learner will engage through applied workshop practice in problem solving, experimentation and idea generation, evaluation, and refinement. Learning is supported by presentation, demonstration and facilitated group discussion, one-to-one tutor guidance, engagement with case-study examples and standards, and formative feedback. Learners will also engage independent and enquiry based e-learning, participate in class interaction and feedback, and will self-reflect on engagement, output and identify strategies to enhance learning further.
<b>Module Aim:</b>	The aim of the module is to embed workshop practice and process into industrial design decision; through experimentation, iteration, testing, evaluation and refinement of 3D human-factors and ergonomics, (UX/UI), artefact form and detail, and surface finish.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Simulate material surface finish of artefact for evaluation in Design specification
LO2	Link 3D and surface exploration and specification within historical, manufacturing, and commercial contexts.
LO3	Validate design intent for decision through 3D space envelop, test-rig, form-factor model, and surface finish experimentation and iteration.
LO4	Produce technical specification-sheets, and report on human-scale/component configuration, 3D model, test and experimentation process.
<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**
**ACQUISITION: (listening/reading/observing)**

Workshop practice engagement for health and safety compliance.

**COLLABORATION: (engaging/sharing/building)**

Lecturer and technical officer guidance, peer assistance/support, facilitated peer-to-peer review.

**DISCUSSION: (tutoring/conversing/presenting)**

Methods, process, tips-and-tricks for 3D model and paint finishes.

**INVESTIGATION: (searching/studying/evaluating)**

3D testing for design decision, iterative development of form-factor, experimentation of paint and surface finish, testing of digital equipment for decal and graphic brand.

**PRACTICE: (capturing/doing/communicating)**

Workshop practice in machining of mix-media materials, sanding and surface refinement of model, assembly of components for model/housing, surface finishing.

**PRODUCTION: (designing/writing/modelling)**

• material swatch reference, • material specification sheets, • space envelope, • form-factor models • appearance model, • technical spec.sheet.

**Assessment Breakdown**

	%
Continuous Assessment	100.00%

**Continuous Assessment**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Portfolio	Learners will prepare an individual portfolio comprising an artefact and range of data sheets. The artefact will replicate visual appearance, tactility, and fidelity of materials and surface finishes (e.g. metals, polymers, composites, elastomers, naturals, organics etc.) specified in Industrial Design practice. The material data sheets will show original material and a digital representation, experimentation process sequence with observation insight, manufacturing processes required in commercial application, and the historical, contextual and prevalence of use in industry. Learner also reflect on processes undertaken, and identify future knowledge, skill & competencies to extend learning.	1,2,4	40.00	n/a
Project	Learners will produce a range of test-rig, 3D evaluative model and form-factor representational model to inform design decision in Industrial Design practice. Learner will reflect on process and outcome to identify future knowledge, skill and competency skill needs.	2,3,4	50.00	Sem 2 End
Other	Learner awareness, engagement and development of Graduate Attributes is captured on a five Likert Scale range; including module engagement, collaboration, contribution, professionalism, attitude & behaviours etc..		10.00	Ongoing

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**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	Every Week	4.00
Independent Learning Time	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>	6	Mandatory
CW_DHIDE_D	<a href="#">Bachelor of Arts in Design</a>	6	Mandatory