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MODULE DESCRIPTOR

Module Title

Core Design Studies

Reference	AA1008	Version	5
Created	June 2017	SCQF Level	SCQF 7
Approved	June 2002	SCQF Points	30
Amended	August 2017	ECTS Points	15

Aims of Module

To provide a series of challenging experiences that will stimulate you to further explore the broad concepts, practices and philosophies associated with the study of Design. To provide you with an understanding of and to develop skills in, methods and processes relevant to study in Design. Simultaneously, to develop skills associated with the critical reading of images and objects in relation to both historical and contemporary Design practice. To provide you with the ability to apply prior learning of methods, processes, visualisation skills and techniques to solve Design problems.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Apply methods for the investigation and research of information, appropriate to the practice and theory of Design, which demonstrate an understanding of the basic characteristics and components of contemporary visual culture.
- 2 Apply critical skills, creative methods, strategies and visualisation techniques to explore, develop and present Design ideas and concepts.
- 3 Demonstrate practical designing skills through application of processes and materials in response to a Design brief.
- 4 Demonstrate a fundamental understanding of the elements of Design and apply critical judgment to the resolution of Design problems.
- 5 Demonstrate a fundamental understanding of the structure and nature of a Design brief and respond appropriately in the context of supporting project work.

Indicative Module Content

The module will build upon previous practical and theoretical aspects applying them specifically to Design briefs, introducing new processes, techniques and concepts. Study will typically include both set and self-determined studio projects, which continue to introduce a variety of research & development methods and strategies as well as problem solving & creative methods within a systematic approach, harnessing experimental & formal 2D/3D drawing and visualisation. These studio projects will include individual contact, group learning, seminars, discussions and crits, which may include individual presentation of completed projects, where presentation techniques will be applied. These projects will be supported by practical workshop experience and technical demonstrations. As well as this they will continue to develop your critical and analytical skills and inform your contextual awareness. The module will also provide students with the opportunity to explore given themes within more specific subject areas. Students will be expected to utilise and integrate skills previously developed, including Drawing & Visualisation, knowledge of materials, processes and technologies and contextual understanding relevant to that subject. Key to this is engaging in exhibition and studio visits both nationally and internationally where appropriate and a Study Trip is available to facilitate this.

Module Delivery

The module is lecture/studio based with allocated time for private study and further reading. It is supported by lectures, crits, student centred seminars and tutorials. Projects are introduced and expanded upon by using relevant background material, which may include video, audio-visual and/or multi-media presentations. These introductions are supported by online material.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	160	N/A
Non-Contact Hours	140	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5
Description:	Submission of a portfolio of projects.				

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

In order to pass the module you need to achieve a D or above.

Module Grade	Minimum Requirements to achieve Module Grade:
A	An A in C1
B	A B in C1
C	A C in C1
D	A D in C1
E	An E in C1
F	An F in C1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	The successful completion of AA1005 Introduction to Creative Principles & Methods.
Corequisites for module	AA1001 Drawing & Visualisation 1, AA1009 Critical & Contextual Studies and AA1005 Introduction to Creative Principles & Methods.
Precluded Modules	None.

ADDITIONAL NOTES

There are many excellent and relevant journals in the Library. These are fully listed on the Library website: www.rgu.ac.uk/staff-and-current-students/library.

INDICATIVE BIBLIOGRAPHY

- 1 BAYLEY, S. and CONRAN, T. (2010) The A-Z of design: Intelligence Made Visible. London: Conran Octopus.
- 2 BETSKY, A. et al. (2019) Renny Ramakers: Rethinking design. Zurich, Switzerland: Lars Müller Publishers.
- 3 HARRISON & WOOD (2003) Art in Theory 1900 - 2000: an anthology of changing ideas. Oxford, UK & Cambridge, USA: Blackwell.
- 4 MIDOWNKI, M. (2015) Stuff Matters: Exploring the Marvelous Materials that Shape our Manmade World. Boston, Houghton Harcourt.
- 5 RAWSTHORN, A.(2020) Design as an attitude. Geneva, Switzerland: JRP/Editions.
- 6 SPARKE, P., 2010. The Genius of Design. London: Quadrille Publishing.
- 7 SUDJIC, D., 2009. The Language of Things. London: Penguin Books.