

## MODULE DESCRIPTOR

### Module Title

Establishing Core Practices (Product, Ceramics and Jewellery)

Reference	AA2406	Version	1
Created	August 2023	SCQF Level	SCQF 8
Approved	September 2023	SCQF Points	30
Amended		ECTS Points	15

### Aims of Module

To establish core conceptual, theoretical and practical principles, methods and processes fundamental to Product, Ceramics and Jewellery.

### Learning Outcomes for Module

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

- 1 Undertake a breadth of core research skills as a foundation to the application of principles and processes appropriate to Product, Ceramics and Jewellery.
- 2 Show a practical working knowledge of processes & materials specific to Product, Ceramics and Jewellery.
- 3 Practice a range of 2D/3D multi-media visualisation and presentation processes and techniques to communicate design concepts.
- 4 Translate insights and conclusions from a design process that lead to a range of credible, creative ideas, concepts and outputs across a series of design projects.
- 5 Write positive creative responses to themes of sustainability across all briefs.

### Indicative Module Content

The module will introduce practical and theoretical aspects of Product, Ceramics and Jewellery, which will typically include: research methods, design process, problem solving, sustainability, 2D/3D exploration and development methods, practical workshop skills, visualisation and presentation processes, oral and written communication and presentation, Computer Aided Design (traditional and virtual reality). Emphasis is placed on the discovery and development phases of the projects with drawing and visualisation as an underpinning element throughout. Students acquire broader knowledge about specific sustainability topics relevant to product, ceramics and jewellery by examining the subject specific advancements and innovative solutions in sustainability.

### Module Delivery

The module is studio and workshop based. It is supported by lectures, crits, demonstrations and student centred seminars, both staff and student led. Projects are introduced or expanded upon using relevant background material, which will typically include video, visits to or from professional practitioners, published material, seminars, audio visual presentations and workshop demonstrations.

### Indicative Student Workload

	Full Time	Part Time
Contact Hours	100	N/A
Non-Contact Hours	200	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 resolved 2D and/or 3D design project work and supporting portfolio of all research and development work produced within the module. This would typically include workbooks, visual diaries, drawing and visualisation, digital files and online resources, samples, models, maquettes, documentation and any other relevant materials.				

### 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:
<b>A</b>	An A in C1
<b>B</b>	A B in C1
<b>C</b>	A C in C1
<b>D</b>	A D in C1
<b>E</b>	An E in C1
<b>F</b>	An F in C1
<b>NS</b>	Non-submission of work by published deadline or non-attendance for examination

### Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

**ADDITIONAL NOTES**

The Bibliography indicates core texts that are considered essential reading for this module. You will be guided to further sources of information relevant to this module through CampusMoodle. These may typically include web based materials, journals, video and presentations.

**INDICATIVE BIBLIOGRAPHY**

- |   |   |
|---|---|
| 1 | MILTON, A., Research Methods for Product Design. 2013, Laurence king Publishing                           |
| 2 | BRAMSTON, D., 2008. Basics Product Design 01: Idea Searching. AVA Publishing.                             |
| 3 | HANNAH, G.G., 2002. Elements of Design. Princeton Architectural Press.                                    |
| 4 | LEFTERI, C., 2019. Making It: Manufacturing Techniques for Product Design. 3rd ed. Laurence Kind.         |
| 5 | MARTIN, A., 2007. The Essential Guide to Mould Making and Slip Casting. New York: Sterling Publishing Co. |
| 6 | MCCREIGHT, T., 2010. Complete Metalsmith. A&C Black Publishers Ltd.                                       |
| 7 | SEECHERRAN, V., 2009. Contemporary Jewellery Making Techniques: Search Press Ltd.                         |
| 8 | JOHNSTON, L., Digital Handmade, Craftsmanship in the New Industrial Revolution, Thames & Hudson           |