MODULE DESCRIPTOR

Module Title

Developing Core Practice (Product, Ceramics and Jewellery)

Reference	AA2410	Version	1
Created	August 2023	SCQF Level	SCQF 8
Approved	September 2023	SCQF Points	30
Amended		ECTS Points	15

Aims of Module

To develop core conceptual, theoretical and practical principles, methods and processes consolidating discipline-specific focus situated within the broader context of Product, Ceramics and Jewellery.

Learning Outcomes for Module

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

1	Undertake a further refined range of core research skills as a foundation to the application of principles and processes appropriate to Product, Ceramics and Jewellery.
2	Show a developing working knowledge of materials, processes and technologies specific to Product, Ceramics and Jewellery.
3	Use a range of 2D/3D multi-media visualisation and presentation processes and techniques to communicate and resolve design concepts.
4	Practice project management techniques to assist in the implementation and resolution of design projects.
5	Write positive creative responses to themes of sustainability across all briefs.

Indicative Module Content

The module develops practical and theoretical aspects of design methods, context and visualisation skills and processes relevant to Product, Ceramics and Jewellery that will typically include: Understanding and interpretation of a design brief. Student centred learning and development of personal visual (creative) language. Research and design methods. Use of concept models and prototypes. Peer to peer dialogue and experimentation. Creative and critical thinking methods. Application of materials, design technology and digital software Oral and written communication and presentation. Emphasis is placed on the appropriate use of materials and processes and the student is encouraged to discover and develop a personal response to the design problems through research, debate and experimentation. Through hands-on activities, workshops, and collaborations, students develop practical skills and technical abilities necessary for integrating sustainable problem-solving into their practice.

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Module Delivery

These directed design projects are studio/workshop/online based and will typically be delivered through project briefing, individual and group tutorial support, interim crits or seminars and final presentation and review of work.

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
Actual Placement hours for professional, statutory or regulatory body		

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:
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	None.
Corequisites for module	None.
Precluded Modules	None.

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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	Bramston, D., 2008. Basics Product Design 02: Material Thoughts.
2	Hallgrimsson, B., Prototyping and Modelmaking for Product Design. 2019. Laurence King Publishing
3	HALL. S. 2007. This Means This This Means That: A User's guide to semiotics. Laurence King Publishers
4	HOWES. P. and LAUGHLIN. Z., 2019 Material Matters: New materials in design. Black Dog Publishing.
5	CYPI. 2012. Contemporary Jewellery: Innovative Materials: CYPI Press.
6	SHILLITO, ANNE MARIE. 2013. Digital Crafts: Industrial Technologies for Applied Artist and Designers. London UK. A&C Black Visual Arts.
7	PROCTOR R., 2015. The Sustainable Design Handbook, Laurence king publishing