

<b>Module Title</b>	Reference AA2503
<b>Design: Drawing &amp; Visualisation</b>	SCQF Level SCQF 8
<b>Keywords</b>	SCQF Points 30
Design drawing, visualisation, mixed media, photography, semiotics	ECTS Points 15
	Created March 2012
	Approved August 2012
	Amended
	Version No. 1

## This Version is No Longer Current

The latest version of this module is available [here](#)

Prerequisites for Module	Indicative Student Workload	
None.	<i>Contact Hours</i>	Full Time
	Assessment	10
<b>Corequisite Modules</b>	Lecture/studio contact/studio	
None.	dialogue/tutorials/technical support	80
<b>Precluded Modules</b>	N/A	90
None.	<i>Directed Study</i>	
<b>Aims of Module</b>	Studio/project work carried out within studio and workshop environments	150
To provide a broad introduction to the principles and theories of drawing and visualisation methods within design.	<i>Private Study</i>	60
To define and apply a range of drawing and visualisation methods appropriate to the development of a personal vocabulary and thinking methodology, which	<i>Non-Contact Hours</i>	
	N/A	210
	<i>Placement/Work-Based Learning Experience</i>	
	[Notional] Hours	0

communicates ideas effectively.

## Learning Outcomes for Module

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

1. Apply and identify a broad range of Drawing Processes & Representation methods that engage: Representational, Interpretational, Notational and Experiential Drawing; using traditional along side photographic, time based (video, sound), and mixed media drawing visualisations forms.
2. Understand the critical selection processes and role of Visual Data Gathering, Observation Skills & Visual Culture as they are related to: semiotics, capturing user experiences, digital visualisation and visual annotation.
3. Be able to synthesise: visualisation, observational and analytical processes by applying critical judgements appropriate to studio based design practices.

*Actual*

*Placement/Work-Based*

*Learning Experience Hours*

0

## Mode of Delivery

This module involves studio, lab based and external drawing and visualisation work. Drawings and visualisation exercises and projects are underpinned by presentations, crits and seminars

## Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3
Coursework	1,2,3

Submission of portfolio

Portfolio submission of a body of drawing and visualisation materials.

## Indicative Bibliography

1. PEAKE, N., 2013. In the city: Drawings by Nigel Peake. New Jersey: Princeton Architectural Press.
2. CANE, K., 2012. Making & Drawing. A&C Black Publishers.
3. NOBLE, I., 2011. Visual Research: An Introduction to Research Methodologies in Graphic Design.
4. HELLER, S., 2014. Raw Data. Thames & Hudson.

## **Indicative Module Content**

The module will provide a platform for the development of a broader and deeper understanding of current drawing practices in developing representational, analytical and communication skills.

Together with visualisation methods of data gathering both representational and interpretational. The module will specifically introduce visual methods of creative enquiry using diverse media and methods including traditional analogue, digital (photo, CAD and time-based) methods of drawing and visualisation. Whilst also introducing students to methods of capturing and visualising experiences, exploring meaning and concepts through the importance of semiotic & visual data to contemporary design practices.

5. International, P., 2020. Fashion Illustration: Outfit of the day (Pie Creators File).

6. PARENT, B., Duplaix, S., Simon, J., 2008. Annette Messenger: The Messengers. London: Hayward Gallery.

## **Additional Notes**

Keywords: Representational, Interpretational, Notational and Experiential Drawing; using traditional alongside photographic, time based (video, sound), and mixed media drawing.