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MODULE DESCRIPTOR

Module Title

Design: Drawing & Visualisation

Reference	AA2503	Version	2
Created	June 2017	SCQF Level	SCQF 8
Approved	August 2012	SCQF Points	30
Amended	August 2017	ECTS Points	15

Aims of Module

To provide a broad introduction to the principles and theories of drawing and visualisation methods within design. To define and apply a range of drawing and visualisation methods appropriate to the development of a personal vocabulary and thinking methodology,which 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.

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.

Module Delivery

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

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Indicative Student Workload	Full Time	Part Time
Contact Hours	90	N/A
Non-Contact Hours	210	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
Description:	Portfolio submission of a body of drawing and visualisation materials.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

In order to pass the module you must 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.

ADDITIONAL NOTES

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

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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.
5	International, P., 2020.Fashion Illustration: Outfit of the day (Pie Creators File).
6	PARENT, B., Duplaix, S., Simon, J., 2008. Annette Messager: The Messengers. London: Hayward Gallery.