	Reference AA3503 SCQF SCQF
<b>Module Title</b>	Level 9
Communication Design: Practice & Context	SCQF Points 30
_	ECTS Points 15
<b>Keywords</b> Design, Communication, Practice, Context,	Created March 2012
Visualisation, Drawing, Graphic, Illustration, Photography	Approved August 2012
	Amended
	Version No. 1

# This Version is No Longer Current

The latest version of this module is available here

<b>Prerequisites for Module</b>	Indicative Student Workload	
None.	Contact Hours	Full Time
<b>Corequisite Modules</b>	Assessment Lecture/studio contact/studio	10
None.	dialogue/tutorials/technical support	60
<b>Precluded Modules</b>	11	
None.  Aims of Module	Directed Study Studio/project work carried out within studio and workshop	130
	environments	
To enable the student to carry out a more personalised programme of study within and between the key	Private Study	100
communication specialisms.  To enable the student to	<b>Mode of Delivery</b>	
select and apply the relevant materials, processes and technologies, as appropriate, to a range of chosen contexts	The module is lecture/studio based with allocated time for private study and further reading. It is supported by	

lectures, demonstrations, crits, student

to a range of chosen contexts.

# **Learning Outcomes for Module**

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

- 1.Interpret and critically evaluate the contextual frameworks across a range of specialist subject projects.
- 2.Apply conceptual, critical and analytical frameworks to design issues within professional contexts.
- 3. Apply the appropriate visualisation processes and techniques to resolve and communicate design concepts for specific specialised contexts.
- 4.Explain and demonstrate an understanding of the relationship between their evolving personal practices within a wider contemporary professional context.
- 5.Define and apply a personal visual language during the conduct of specialist design projects within a historical and contemporary design context.

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.

#### **Assessment Plan**

	Learning Outcomes Assessed
Component 1	1,2,3,4,5

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 on line resources, samples, models, macquettes, documentation and any other relevant materials.

# **Indicative Bibliography**

- 1.FOOTE, C.S., 1996. The Business Side of Creativity.3rd ed. Norton Professional Books.
- 2.PIPES, A., 2005. Production for Graphic Designers.
- 3.WILLIAMS, T., 2001. A Graphic Designers Guide to Pricing, Estimating and Budgeting. Allsworth Press.
- 1 DADDV D 2016 The Advertising

### **Indicative Module Content**

The module further develops practical and theoretical aspects of communication design methods, practices and visualisation techniques, which may typically include:

The selection and development of specialist study in graphics, illustration and photography. Appropriate selection and management of software, resources, data and technology.

The selection and focus on emerging and informed personal direction(s).

The further development of

The further development of emerging personal approach and working method through the interpretation of project briefs.

Collaborative professional projects.

National and international design competitions.
Communication and presentation skills: visual, verbal & written.
Individual and group working.

- 4.DAKK1, F., 2010. The Adverusing Concept Book: Think Now, Design Later. 3rd ed. London: Thames and Hudson.
- 5.CALDWELL, C. and ZAPPATERRA, Y., 2014. Editorial Design: Digital and Print. 2nd ed. London: Laurence King Publishing.
- 6.SPIEKERMANN, E., Stop Stealing Sheep & find out how type works. 3rd ed. USA: Adobe Press.

## **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.