MODULE DESCRIPTOR

Module Title

Design: Professional Studio Practice

Reference	AA3508	Version	1
Created	March 2023	SCQF Level	SCQF 9
Approved	August 2012	SCQF Points	30
Amended	August 2017	ECTS Points	15

Aims of Module

To enable the student to undertake a programme of self-directed study that identifies their personal direction, strengths and ambitions within an appropriate professional context. To select and apply the most relevant processes, methods, materials and technologies to facilitate the production of resolved works that are appropriate and relevant within a studio and workshop setting.

Learning Outcomes for Module

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

1	Formulate a conceptual, critical and analytical framework that informs the realisation of a self-directed, managed programme of creative investigation.
2	Review a range of research methods, including relevant theories, concepts, materials, processes and technologies to inform the development of personal creative practice within a chosen design context.
3	Demonstrate increasing technical control and working-knowledge of preferred materials, processes and technologies as determined by developing personal ideas and intentions.
4	Demonstrate an understanding of creative design methods, processes, practices and techniques within a wider professional context.

Indicative Module Content

This 30-credit module centres on developing students' independence through a period of self-directed study across both studio and workshops. It provides an exploratory framework for the student to identify and develop their aptitude in design methods, processes, materials and technologies appropriate to their individual direction; and to further develop critical, organisational and project management skills through self-evaluation and reflection. Emphasis is placed on the development of a personal approach and design methodology through interpretation of project briefs. Underpinned by Critical and Contextual Studies, the module also requires the student to conduct focused research into theories, concepts and professional contexts that inform their personal direction within the wider Creative Industries. This studio-based module is undertaken in partnership with AA3309 Work Experience module (15 credits).

Module Delivery

The module is studio and workshop based. It is supported by crits, seminars and lectures, both staff and student led. Projects are introduced or expanded upon using relevant background materials which may include visits to and from professional practitioners, published material, seminars, audio visual presentations and workshop demonstrations. National and international set competition briefs may be included in the range of projects. Students also have the opportunity to work alongside other design disciplines.

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

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

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

In order to pass this 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

A Bibliography specific to the student's individual needs will be agreed with tutors. In addition the student 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	DIEFFENBACHER, F., 2013. Fashion Thinking: Title: AVA Academia.
2	MANN, T., 2004. Time Management for Architects and Designers: Challenges and Remedies. London: W. W. Norton & Company.
3	TROTT, D, 2023, Crossover Creativity, Real life stories about where creativity comes from. London, Harriman House
4	SAYED, M 2022, Rebel Ideas: The Power of Diverse Thinking, London, Flatiron Books
5	GRAPHIC ARTIST'S GUILD, 14th Ed., 2022 , Handbook of Pricing and Ethical Guidelines, NY, Graphic Artist's Guild
6	FOOTE, C. and BELLEROSE, M., 2014. The Business Side of Creativity: The Comprehensive Guide to Starting and Running a Small Graphic Design or Communications Business. London: W. W. Norton & Company.