

MODULE DESCRIPTOR

Module Title

Design Principles and Context

Reference	CM2113	Version	4
Created	June 2022	SCQF Level	SCQF 8
Approved	August 2017	SCQF Points	15
Amended	July 2022	ECTS Points	7.5

Aims of Module

To provide the student with the ability to evaluate design principles and methods, and apply them to various digital artefacts and implementations for different contexts.

Learning Outcomes for Module

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

- 1 Understand and explain principles of design and their application to different contexts.
- 2 Evaluate the design of digital artefacts with respect to design principles.
- 3 Incorporate design principles in the production of digital artefacts for a range of user contexts.
- 4 Create digital artefacts for different user contexts using appropriate software tools.

Indicative Module Content

Defining design within a cultural and contextual framework. Design language and principles. Design processes and methods. Image interpretation, analysis and meaning. Evaluation of user contexts. Colour theory. Content and layout. Methods of interaction. Production constraints/possibilities. Design implementation.

Module Delivery

The module is lecture and seminar based with allocated time for private study and further reading. Seminar participation is mandatory with presentations to a specified group where appropriate.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	30	N/A
Non-Contact Hours	120	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

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:	The design and implementation of a digital artefact incorporating design principles considerate of multiple user contexts.				

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve a B in C1.
C	The student needs to achieve a C in C1.
D	The student needs to achieve a D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve 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.

INDICATIVE BIBLIOGRAPHY

- 1 Perea, P. and Giner. P. (2017) UX Design for Mobile: Design apps that deliver impressive mobile experiences. Packt.
- 2 Lidwell, W.; Holden, K.; Butler, J. Universal principles of design : 125 ways to enhance usability, increase appeal, make better design decisions, and teach through design. ; ProQuest (Firm) 2010
- 3 Wood, B. (2020). Adobe XD Classroom in a Book.
- 4 Adobe, Tidwell, J., Brewer, C. and Valencia, A. (2020) Designing Interfaces. O'Reilly Media.
- 5 Frain, B. (2020). Responsive Web Design with HTML5 and CSS. Packt.