

**Course Code:**

PDIN233

**Session:**

2017/2018

**1. Course Title:**

Design Innovation &amp; Collaborative Creativity (Specialism)

**2. Date of Production/Revision:**

April 2017

**3. Level:**

Master of Design

**4. Credits:**

15

**5. Lead School/Board of Studies:**

School of Innovation

**6. Course Contact:**

Leigh-Anne Hepburn with Kirsty Ross

### **7. Course Aims:**

Design Innovation & Collaborative Creativity encourages students to apply innovative design practices and processes to the emerging body of work around the nature, form and generative impulses governing contemporary creativity. In particular, the pooling and co-operative utilisation of diverse skills and competencies across otherwise distinct and different disciplinary knowledge and working processes:

- Display an awareness and understanding of “collaborative creativity” and its relationship to personal endeavour and ideas of individual professional practice
- Deploy the design process as the synthesis of research, analysis, development and critique towards a specified goal that emerges from engagement with multiple stakeholders and collaborators.
- Construct and communicate a “complex” problem or issue as an opportunity for *collaborative creativity* and determine the manner in which it should be addressed
- Evidence the value of collaborative creativity as a *method* of engaging with complex problems and to their intellectual comprehension and resolution
- Evidence the sustainable activity of a ‘creative collective’ able to generate valuable outcomes
- Produce tangible design outcomes and communication to a professional level where their value to stakeholders and participants in a collaborative process is evident.

### **8. Intended Learning Outcomes of Course:**

By the end of this course students will be able to:

Knowledge and Understanding:

- Apply an understanding of collaborative creativity within a “complex” issue or area.
- Display an understanding of the tools, techniques and methods required to apply collaborative practice within a specific context.

Subject Specific Skills:

- Apply an appropriate design process used to engage in collaborative creative work and the value created through this engagement
- Demonstrate the ability to generate, test, develop and refine through practice, design concepts and proposals as part of a collaborative creative process.

Transferable skills:

- Demonstrate the value of creative collaboration as a contribution to an analytical process capable of making judgements about the world and the material and immaterial experiences that constitute it.

**9. Indicative Content:**

The course content is designed to develop an understanding of collaborative creativity through engagement with a design project and supported by related seminars and specific expertise.

The course will cover:

- Approaches for applying collaborative design techniques and methods within an organisational or social context.
- Identifying and deploying appropriate methods of engagement, team-working and communication in the generation of economic, organisational and social value.
- The political and professional role of the designer as a collaborative practitioner
- The role of co-operative endeavour as a means of developing social or organisational change.

**10. Description of Summative Assessment:**

No.	Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments) or length (exam)
1.	Project	Produce a <b>group</b> publication documenting the project undertaken, and <i>also</i> an <b>individual</b> PPJ (Project Process Journal) on their process, intent and learning through engagement with the course	60	End of Stage 2
2.	Presentation	Communicate in a group presentation format the process and outcomes of the collaborative project	40	End of Stage 2

**10.1 Please describe the Summative Assessment arrangements:**

For this course, assessment of student work will consist of:

- An assessment of the group presentation, including level of communication and appropriateness to stakeholders and an ability to justify design decisions
- An assessment of the reflective PPJ, as an account of the individual learning experience and a reflection upon the group project and its processes.

**11. Formative Assessment:**

Formative assessment and feedback will be provided through defined tutorial discussion and feedback throughout the course.

**11.1 Please describe the Formative Assessment arrangements:**

- Students will receive supervisory support in the form of one-to-one and/or group tutorials. In addition, students will be required to attend group sessions (peer-assisted learning (PAL) groups).
- Tutorial notes will be recorded by a tutorial buddy for review and discussion between the students involved in the tutorial.
- Peer review and feedback will also be used during presentations to provide additional formative feedback.

**12. Collaborative:**Yes No **12.1 Teaching Institutions:****13. Requirements of Entry:**

Successful completion of Stage 1 (PG Cert) of the MDes Design Innovation programme.

**14. Co-requisites:**

MDes Design Innovation Studio 2: Exploring the Social Context, elective course (GSA)

**15. Associated Programmes:**

MDes in Design Innovation

**16. When Taught:**

Stage 2

**17. Timetable:**

Teaching sessions follow the pattern:

- Project definition (seminars, brief writing and tutorials)
- Project enactment (Interim presentations and tutorials)
- Project presentation (Tutor and peer feedback)
- PPJ writing (Tutorials)

**18. Available to Visiting Students:**Yes No

**19. Distance Learning:**Yes No **20. Placement:**Yes No **21. Learning and Teaching Methods:**

Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture	0	0
Studio	5	40
Seminar/Presentation	5	5
Tutorial	5	15
Workshop	0	15
Laboratory work	0	0
Project work	0	75
Professional Practice	0	0
E-Learning / Distance Learning	0	0
Placement	0	0
Examination	0	0
Essay	0	0
Private Study	Not Applicable	0
Other (please specify below)	0	0
<b>TOTAL</b>	<b>15</b>	<b>150</b>

**22. Description of "Other" Teaching and Learning Methods:**

Not Applicable

**23. Additional Relevant Information:**

#### 24. Indicative Bibliography:

- New Economics Foundation, (2002) *Building the Mutual State*, / Muto, , [www.themutualstate.org](http://www.themutualstate.org).
- Brewer, J. D. (2013), *The Public Value of the Social Sciences*, Bloomsbury, London
- Restakis J. (2010) *Humanizing the Economy*, New Society Publishing, London
- Fry, T. (2011) *Design as Politics*, Berg, London
- Keinonen, T., Jääskö, V. & Mattelmäki, T. (2008) *Three-in-One User Study for Focused Collaboration*. *International Journal of Design*, 2(1), 1-10
- Miell, D. & Littleton, K. (2004), *Collaborative Creativity: contemporary perspectives*, Free Association Books,

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