

Course Code:

TBC

1. Course Title:

Design -S3 - Elective

2. Academic Session:

2011-2012

3. Level:

Level 9

4. Credits:

20

5. Lead School/Board of Studies:

Non School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

To appraise the history and impact of digital methods in design practice and explore the dynamic relationships between humans, technology and physical and virtual spaces. In addition students will develop principal skills, techniques and practices in digital interaction design and will be introduced to audio design.

8. Intended Learning Outcomes of Course:

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

- Critically appraise the history and development of digital design
- Evaluate key practices and debates in digital design
- Demonstrate a broad and integrated knowledge and understanding of the dynamic relationships between humans, technology and physical and virtual spaces
- Work to an industry defined brief and deliver a creative and correctly formatted digital solution to the set problem by a specified deadline

- Appraise and apply a range of routine skills, techniques, and practices associated with audio design
- Apply a selection of principal skills, techniques and practices in digital interaction design

9. Indicative Content:

- History of digital design
- Contemporary digital design practice
- Industry practice and problem solving approaches
- Digital content development practices

10. Description of Summative Assessment:

Portfolio Submission

10.1 Please describe the Summative Assessment arrangements:

Summative assessment at end of academic year in form of coursework submission and end of year presentation

11. Formative Assessment:

Critique, progress review, work in progress presentation

11.1 Please describe the Formative Assessment arrangements:

Formative assessments mid term (terms1,2,3) and end of terms 1 and 2

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

N/A

13. Requirements of Entry:

None

14. Co-requisites:

None

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 1 of stage 3 and will comprise 200 learning hours of which 20 will be direct contact time.

17. Timetable:

Weekly minimum of 1.33 hours per week over 15 weeks

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		
Studio		40
Seminar/Presentation	1	
Tutorial		
Workshop	15	30
Laboratory work		30
Project work		100
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	
Other (please specify below)	4	
TOTAL	20	200

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

Lectures
 Guest lectures
 Webcast lectures
 Directed study
 Problem-based projects
 Practical workshops
 Online video tutorials
 Small group discussions
 Enquiry-led learning
 Case Studies

23. Additional Relevant Information:

N/A

24. Indicative Bibliography:

Benyon, D., 2010. <i>Designing Interactive Systems: A Comprehensive Guide to HCI and interaction Design</i> . Addison Wesley
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