

Course Code:

TBC

1. Course Title:

Studio-S1

2. Academic Session:

2011-2012

3. Level:

Level 7

4. Credits:

60

5. Lead School/Board of Studies:

Non-School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

To introduce the key historical and contemporary influences relating to digital methods in architecture, art and design practice. In addition, routine navigation and way-finding behaviours and systems used in both virtual and physical environments will be established. Routine technical skills in 3D digital modelling software will be introduced. Students will also develop studio practice, an interdisciplinary creative approach and collaborative teamwork abilities.

8. Intended Learning Outcomes of Course:

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

- Identify and discuss leading architects, artists and designers and describe their concepts that underpin and augment the development of digital architecture, art and design practice
- Identify and discuss routine navigation and way-finding behaviours and systems used in both virtual and physical environments
- Explore, refine and communicate ideas through drawing and pre-production imagery
- Apply routine technical skills in the production of a simple 3D digital model

- Apply and develop digital concepts and creative proposals using a variety of approaches, skills and creative methodologies
- Work effectively as part of a creative development team, identifying and developing individual aptitudes

9. Indicative Content:

Digital architecture, art and design practice
 Interdisciplinary design practice
 Physical world navigation behaviours and systems
 Virtual world navigation behaviours and systems
 3D digital modelling

10. Description of Summative Assessment:

Portfolio Submission

10.1 Please describe the Summative Assessment arrangements:

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

11. Formative Assessment:

Critique, progress review, work in progress presentation

11.1 Please describe the Formative Assessment arrangements:

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

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

N/A

13. Requirements of Entry:

Computation – S1, Connectivity - S1, Content - S1

14. Co-requisites:

None

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 2 and 3 of stage 1 and will comprise 600 learning hours of which 60 will be direct contact time.

17. Timetable:

Weekly minimum of 4 hours contact time 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		250
Seminar/Presentation	15	
Tutorial	8	
Workshop	7	50
Laboratory work	15	50
Project work		250
Professional Practice	0	
E-Learning / Distance Learning	0	
Placement	0	
Examination	0	
Essay		
Private Study	Not Applicable	
Other (please specify below)	15	
TOTAL	60	600

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

23. Additional Relevant Information:

N/A

24. Indicative Bibliography:

Manovich, L., 2001. *The Language of New Media*. MIT Press

<http://manovich.net/articles/>

Cristiano, G., 2008. *The Storyboard Design Course: The Ultimate Guide for Artists, Directors, Producers and Scriptwriters*. Thames and Hudson

Pipes, A., 2007. *Drawing for Designers: Drawing skills, Concept sketches, Computer systems, Illustration, Tools and materials, Presentations, Production techniques*. Laurence King