

Liverpool John Moores University

Title: Key Ideas in Design and Society (KIDS)
Status: Definitive
Code: **4010FD** (117934)
Version Start Date: 01-08-2015

Owning School/Faculty: Liverpool School of Art & Design
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
Lee Wright	Y
Fiona Armstrong-Gibbs	

Academic Level: FHEQ4 **Credit Value:** 24.00 **Total Delivered Hours:** 66.00
Total Learning Hours: 240 **Private Study:** 174

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	18.000
Practical	36.000
Seminar	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS2	Essay proposal	75.0	
Presentation	AS1	Written analysis	25.0	

Aims

- *The module will provide historical context and introduce a methodology for understanding of how the design informs contemporary society.*
- *By placing the image/artifact at the heart of Modernity, the module will look at how it has developed, through art, design and film – starting from the voyeuristic gaze of the 19th century flâneur and finishing with the visual/design language of*

contemporary web/interactive/haptic platforms in contemporary design.

- *The module will deliver an understanding of the use and effect of design in contemporary society and its critical reflection.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Examine and question the nature of design, as the basis for an exploration of the relationship between design and its social and commercial context/s.
- 2 Present written work in relation to design history and theory. Present and discuss the role of the visual image in contemporary design.
- 3 Investigate, analyse and employ research material from relevant sources in relation to design.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

AS2 Essay	1	2	3
AS1 Presentation	3		

Outline Syllabus

- *Critical thinking*
- *Historical context*
- *Contemporary practice*
- *Writing and time management skills*
- *Interdisciplinary practice*
- *Course visits to museums, studio's and relevant design orientated places of interest*
- *Look at practice and business – design and marketing*
- *Visual thinking and Analysis*
- *Advertising and its influence on design*
- *Design thinking*

Learning Activities

The module will be delivered through a series of timed lectures, studio seminars and organised visits.

Notes

This module will provide a platform to enable students to think critically and be

creative: understand the creative processes in self and others; organise thoughts, analyse, and critically appraise. This includes the capability to identify assumptions, evaluate statements in terms of evidence, detect false logic or reasoning, identify implicit values, define terms adequately and generalise appropriately in relation to design and its contemporary discourses