

Summary Information

Module Code	4310BEUG
Formal Module Title	Digital Design and Technology
Owning School	Civil Engineering and Built Environment
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 4
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Civil Engineering and Built Environment

Learning Methods

Learning Method Type	Hours
Lecture	11
Workshop	33

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	To enable students to develop academic and digital literacy skills to perform effectively on the architectural technology degree programme. To develop knowledge, understanding and skills in the application of digital technologies that are impacting architectural technology and the built environment.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Appreciate and recognise the role of the architectural technologist and their contribution in practice.
MLO2	2	Identify the emergence and range of digital technologies and recognise their application in Architectural Technology and the Built Environment.
MLO3	3	Work and communicate effectively in a collaborative design project.
MLO4	4	Identify and reflect upon the following aspects of self-awareness in respect of personal development and career planning: strengths and weaknesses, motivations and values, ability to work with others.

Module Content

Outline Syllabus	Overview of the built environment sector and specifically the Architectural Technology discipline. Emergence of digital technologies for Architecture Technology and the Built Environment and their application in practice. Introduction to academic skills for the degree programme including searching for information using the electronic library, report writing, citation and presentation skills. Introduction to individual and group project work; time-management and working with others. CAD applications and exploring digital technologies for the production, management, enhancement and modification of architectural drawings. Self-reflection: students will also reflect on their skillset and identify key areas for professional and academic development.
Module Overview	
Additional Information	Lectures and Workshops in either the Design Studio or PC-Lab

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Presentation	PRESENTATION	40	0	MLO1, MLO2, MLO3
Report	Report	50	0	MLO1, MLO2, MLO3
Future Focus e-learning task	REFLECTION	10	0	MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Mohammed Qabshoqa	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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