Liverpool John Moores University

Title:	Computer Applications
Status:	Definitive
Code:	**4503IDS** (118305)
Version Start Date:	01-08-2011

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

Team	emplid	Leader
Jon Moorhouse		Y

Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	76.00
Total Learning Hours:	240	**Private Study:**	164		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Practical	71.000
Seminar	4.000
Tutorial	1.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS2		50.0	
Technology	AS1		50.0	

Aims

To explore a range of 2D and 3D drawing software applications when producing design work.
To explore and develop creative typographic design applications.
To effectively communicate design ideas using appropriate 2D and 3D software applications .
To understand health and safety procedures related to the use of computers.

Learning Outcomes

After completing the module the student should be able to:

1	Produce and develop design work using a range of 2D and 3D drawing software applications.
2	Demonstrate the use of creative typographic design within own work.
3	Present design work applying appropriate 2D and 3D software applications.
4	Apply health and safety procedures when using computers.

Learning Outcomes of Assessments

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

Artefact	1	2

Technological Task	3	4

Outline Syllabus

This module will focus on the creative potential of using computer software when developing and presenting design work. It will provide students with opportunities to explore different drawing, painting, typographic and desk-top publishing software programmes for 2D and 3D outcomes, leading to imaginative presentations.

Learning Activities

This module will be delivered as blocks of taught sessions at appropriate junctions within the timetable. Professional interior designers will give guest lectures to demonstrate effective use of computer applications in the context of the industry. Students will be taught appropriate 2D and 3D software programmes as a means of developing design work and as a presentation tool to achieve a high level of professionalism. Student presentations will form a part of a number of activities, which encourage the sharing, discussion and evaluation of project work.

References

Course Material	Book
Author	Kyles, S.
Publishing Year	2008
Title	AutoCad Workbook for Architects and Engineers
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Chopra, A.
Publishing Year	
Title	Google SketchUp for Dummies
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Book
Author	Weinmann, E.
Publishing Year	2009
Title	Photoshop CS4
Subtitle	For Windows and Macintosh
Edition	
Publisher	
ISBN	

Course Material	Website
Author	
Publishing Year	
Title	http://usa.autodesk.com/adsk/servlet/pc/index?id=13779270&siteID=123112
Subtitle	
Edition	
Publisher	
ISBN	

Course Material	Website
Author	
Publishing Year	
Title	http://sketchup.google.com/int/en/training/videos.html
Subtitle	
Edition	
Publisher	
ISBN	

Notes

This module will be taught at various intervals throughout level four and will be developed further in level five. Assessment will take place at the end of level five when all learning outcomes have been implemented. Students will be encouraged to combine traditional studio practice with digital technologies.

Skills:

- Autocad
- SketchUp
- Photoshop
- Powerpoint
- Word
- Internet

* Please Note: This module is delivered over two years on the Part-time mode of study