

Liverpool John Moores University

Title: DESIGN SKILLS
Status: Definitive
Code: **4532DVA** (115291)
Version Start Date: 01-08-2011

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

Team	Leader
Jon Moorhouse	Y

Academic Level: FHEQ4
Credit Value: 36.00
Total Delivered Hours: 170.00
Total Learning Hours: 360
Private Study: 190

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	6.000
Off Site	6.000
Seminar	6.000
Tutorial	2.000
Workshop	150.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Practical Projects	60.0	
Report	AS2	Research File	20.0	
Essay	AS3	1500 word 'Image Analysis' Essay	20.0	

Aims

*To introduce and develop practical design skills.
To instruct students in the use of technology and processes apposite to the pathway.
To instill correct and apposite working methods.*

To introduce students to a range of media and processes.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate the use of media, materials, equipment and language appropriate to the pathway.
- 2 Demonstrate the ability to use digital production methods appropriate to the pathway.
- 3 Explore and discuss design & visual arts issues and practices appropriate to the pathway.

Learning Outcomes of Assessments

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

Practical Project	1	2	3
Research File	2		
1500 word essay	3		

Outline Syllabus

Design Skills is the second module in the 'basic course' which dominates semester 1. The themes explored in Basic Design are now seen and given resonance in the context of the pathway specialism. The module is designed to provide students with specific design skills appropriate to their particular area of study. Students will be introduced to and encouraged to use appropriate language whilst discussing design and visual arts issues and through the development of skills in analogue and digital production will gain a broader visual vocabulary pertaining to their pathway.

Learning Activities

A range of workshops and practical exercises together with illustrated handouts introduce the students to the practicalities of the design process, from research through the development of skills towards production methods.

References

Course Material	Book
Author	Woodham, J.
Publishing Year	1997
Title	Twentieth-Century Design

Subtitle	
Edition	
Publisher	Oxford: Oxford University Press
ISBN	

Course Material	Book
Author	Hockney, D.
Publishing Year	0
Title	That's the Way I See
Subtitle	
Edition	
Publisher	London: Thames and Hudson
ISBN	

Course Material	Book
Author	Pipes, A.
Publishing Year	0
Title	Production for Graphic Designers
Subtitle	
Edition	
Publisher	London: Laurence King Publishing
ISBN	

Course Material	Book
Author	Colchester, C.
Publishing Year	1993
Title	The New Textiles, Trends and Traditions
Subtitle	
Edition	
Publisher	London: Thames & Hudson
ISBN	

Course Material	Book
Author	Juracek, A.
Publishing Year	2002
Title	Soft Surfaces, Visual Research for Artists, Architects and Designers
Subtitle	
Edition	
Publisher	London: Thames & Hudson
ISBN	

Course Material	Book
Author	Kane, J.
Publishing Year	2002
Title	A Type Primer
Subtitle	

Edition	
Publisher	London: Laurence King
ISBN	

Course Material	Journal / Article
Author	
Publishing Year	
Title	Computer Arts
Subtitle	
Edition	
Publisher	Bath: Future Publishing
ISBN	

Notes

Design Skills is the second of the 'basic course' scheme of modules which focuses on underpinning Fundamental knowledge. This is often 'generic' and involves cross teaching and shared cross pathway lecture/tutorial and seminar opportunities. Critical and evaluative study stemming from projects/themes support and further informs the learning and reinforces the holistic approach to the curriculum delivery.