

## Liverpool John Moores University

Title: Design in Context  
Status: Definitive  
Code: **5003PD** (117713)  
Version Start Date: 01-08-2011

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

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**Academic Level:** FHEQ5      **Credit Value:** 24.00      **Total Delivered Hours:** 49.00

**Total Learning Hours:** 240      **Private Study:** 191

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	8.000
Practical	18.000
Seminar	12.000
Tutorial	2.000
Workshop	9.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	AS1	Reflective Journal and/blog and CV	30.0	
Portfolio	AS2	Placement and/or project work	70.0	

### Aims

1. *To introduce students to the working environment of Product Design practitioners.*
2. *To provide opportunities for team-based and/or work-related learning activity.*
3. *To engage students in the University's WoW graduate skills.*
4. *To develop a body of work that reflects experience of professional practice.*

## **Learning Outcomes**

After completing the module the student should be able to:

- |   |  |
|---|--|
| 1 | 1. Demonstrate understanding of the working environment of Product Design practitioners. |
| 2 | 2. Engage in team-based and/or work-related learning activity.                           |
| 3 | 3. Demonstrate engagement with the University's WoW graduate skills                      |
| 4 | 4. Evidence a body of work that reflects professional practice experience.               |

## **Learning Outcomes of Assessments**

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

Reflection	1	3
Portfolio	2	4

## **Outline Syllabus**

1. *Creative industry talks*
2. *Studio visits*
3. *Curriculum Vitae*
4. *Graduate skills: professionalism, presentation, communication, organisation.*
5. *Placements*
6. *Team projects*
7. *Live projects*
8. *Reflection, diary and blog writing*

## **Learning Activities**

This is a practical studio based module supported by tutorials, seminars, WoW events, and studio visits where possible. Students engage in a variety of work placements and/or team-based projects.

A series of tutorials, industry talks and WoW events take place primarily in semester 1, preparing students for a work placements and/or team-based project in semester 2. Formative written feedback is given in response to tutorial reviews at the start of semester 2. On-going informal feedback will be available via tutorial and seminars.

## References

<b>Course Material</b>	Book
<b>Author</b>	Bruce, M. and Bessant, J.
<b>Publishing Year</b>	2002
<b>Title</b>	Design in Business
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Prentice Hall, New Jersey
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Buchanan, R. and Moligan, V.
<b>Publishing Year</b>	1996
<b>Title</b>	The Idea of Design
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	MIT Press, Massachusetts
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Coleman, R.
<b>Publishing Year</b>	1991
<b>Title</b>	Designing for Our Future Selves
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	RCA,
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Goslett, D.
<b>Publishing Year</b>	1994
<b>Title</b>	The Professional Practice of Design
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Batsford, London
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Jackson, L.
<b>Publishing Year</b>	1998
<b>Title</b>	The Sixties
<b>Subtitle</b>	A Decade of Design Revolution
<b>Edition</b>	
<b>Publisher</b>	Phaidon Press, London
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Lydiate, L.
<b>Publishing Year</b>	1992
<b>Title</b>	Professional Practice in Design Consultancy
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	The Design Council, London
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Norman, D.
<b>Publishing Year</b>	1998
<b>Title</b>	The Design of Everyday Things
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	MIT Press, Massachusetts
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Papanek, V.
<b>Publishing Year</b>	1980
<b>Title</b>	Design for the Real World
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Thames and Hudson
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Whitley, N.
<b>Publishing Year</b>	1993
<b>Title</b>	Design for Society
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Reaktion Books, London
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	
<b>Publishing Year</b>	
<b>Title</b>	New Design
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	

<b>Publishing Year</b>	
<b>Title</b>	Innovation
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	
<b>Publishing Year</b>	
<b>Title</b>	Design Issues
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	
<b>Publishing Year</b>	
<b>Title</b>	Design Week
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	
<b>ISBN</b>	

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## Notes

This module offers students a number of industry and work-related learning opportunities such as placements, studio visits, group projects and an introduction to online portfolios.