

Liverpool John Moores University

Title: DESIGN FOR LIVING
Status: Definitive
Code: **5071TEF** (103834)
Version Start Date: 01-08-2016

Owning School/Faculty: Sports Studies, Leisure and Nutrition
Teaching School/Faculty: Sports Studies, Leisure and Nutrition

Team	Leader
Wendy Johnston	Y

Academic Level: FHEQ5
Credit Value: 12
Total Delivered Hours: 24
Total Learning Hours: 120
Private Study: 96

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	12
Seminar	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Portfolio: 2,500 word equivalent	100	

Aims

To develop an understanding of design and its impact on the spaces people use.

Learning Outcomes

After completing the module the student should be able to:

- 1 Determine the functionality of design.

- 2 Assess the impact of design on human efficiency and lifestyle.
- 3 Realise a design brief and produce a portfolio.

Learning Outcomes of Assessments

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

Portfolio	1	2	3
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Outline Syllabus

Taking a generic focus, basic design concepts will be evaluated; proportions in design; design and its perception by the consumer; design implementation through customer and management eyes; customizing design; design for the new decade; comfort of the designed space and the psychology of design; researching themes and producing design solutions to a specific criteria.

Learning Activities

Lectures, workshops and seminars will be the main student learning activities and will include guest speakers and external visits to support the theory. Students will be able to improve their presentation skills and receive formative feedback.

Notes

The module introduces a range of basic design concepts as a starting point and seeks to evaluate these within the places people inhabit or otherwise use; these may be internal or external environments. The relationships which exist between people, their culture and their leisure or working areas is examined to understand the importance of these relationships. Development and assessment on the module involves individual as well as group activities. Evidence from this module may contribute to WoW certification.