

Liverpool John Moores University

Title: APPLIED DESIGN 2 (DIGITAL ENVIRONMENTS)
Status: Definitive
Code: **5548DVA** (115339)
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: FHEQ5
Credit Value: 24.00
Total Delivered Hours: 100.00
Total Learning Hours: 240
Private Study: 140

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	2.000
Seminar	4.000
Tutorial	1.000
Workshop	93.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Practical Projects plus PDP file	100.0	

Aims

*To extend and broaden learning gained from Applied Design in Level 1.
To confront students with increasingly complex design problems.
To further explore the digital environment within the context of the Pathway.
To offer students the opportunity to identify specialisms within the Pathway discipline.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Generate ideas which meet need, communicate appropriate meanings and respond to contexts.
- 2 Conduct and document relevant primary and secondary research.
- 3 Demonstrate a critical approach in the development of design thinking.
- 4 Demonstrate ability to appropriately apply digital skills and techniques using appropriate software.

Learning Outcomes of Assessments

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

Practical Projects + 1 2 3 4
PDP file

Outline Syllabus

Practical projects encourage further consolidation of a personal visual language, continuing to explore context and function in increasingly sophisticated and informed ways. Assignments will give students the opportunity to explore a range of ideas within their chosen pathway with emphasis on current digital applications, supporting them in developing and identifying strengths and an informed personal focus/direction.

Learning Activities

Projects are set which aim to develop ideas/contexts first confronted in the diagnostic emphasis of the Applied Design 1 module. The student is encouraged to take a pro-active role in their learning and maintain learning logs. Regular tutorials and group critiques supplement practical project work and continue to encourage the sharing of good practice.

Students are given instruction and practical experience with specific hardware and software and having completed the module, are given access to computer suites in order to consolidate their learning.

References

Course Material	Book
Author	Ulrich, K.
Publishing Year	2003
Title	Macromedia Flash MX 2004 for Windows and Macintosh (Visual QuickStart Guides).
Subtitle	

Edition	
Publisher	Berkeley: Peachpit Press
ISBN	

Course Material	Book
Author	Tarin Towers, J.
Publishing Year	2004
Title	Dreamweaver MX 2004 for Windows and Macintosh (Visual QuickStart Guides).
Subtitle	
Edition	
Publisher	Berkeley: Peachpit Press
ISBN	

Course Material	Book
Author	Braddock, S. & O'Mahony, M.
Publishing Year	1999
Title	Techno Textiles: Revolutionary Fabrics for Fashion and Design.
Subtitle	
Edition	
Publisher	London: Thames & Hudson
ISBN	

Course Material	Book
Author	Weinmann, E.
Publishing Year	2004
Title	Photoshop CS for Windows and Macintosh (Visual QuickStart Guides).
Subtitle	
Edition	
Publisher	Berkeley: Peachpit Press
ISBN	

Course Material	Book
Author	Weinmann, E.
Publishing Year	2004
Title	Illustrator CS for Windows and Macintosh (Visual QuickStart Guides).
Subtitle	
Edition	
Publisher	Berkeley: Peachpit Press
ISBN	

Notes

The module is designed to provide a platform for students to identify a specific area of study for both Design in Context in semester 2 and for Level 6 study.