

Liverpool John Moores University

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Title: Design Research and Awareness
Status: Definitive
Code: **5600DFT** (122871)
Version Start Date: 01-08-2018

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

Team	Leader
Fiona Armstrong-Gibbs	Y

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 90
Total Learning Hours: 200 **Private Study:** 110

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	8
Practical	55
Seminar	8
Tutorial	4
Workshop	15

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Proposal presentation, initial research developed through a variety of research journals.	50	
Artefacts	AS2	A series of experimental approaches through trials and samples, Design Developments/ visual notebooks, presentation.	50	

Aims

To extend students' research to develop a more focused approach to personal design development.

To experiment with a broad range of contemporary inspirational material and techniques for application within design contexts.

To develop presentation skills through the use and application of diverse methods and media.

To communicate the design process and personal interpretation following industry practices.

Learning Outcomes

After completing the module the student should be able to:

- 1 Extend use of research methodologies to enhance the development of design solutions.
- 2 Experiment with a range of design related materials and techniques.
- 3 Produce a series of Fashion conclusions, via a variety of activities to reflect and promote personal research.
- 4 Demonstrate a key understanding of design process.

Learning Outcomes of Assessments

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

Artefacts	1	2
Artefacts	3	4

Outline Syllabus

Students will develop their design research methods in this module. Students will also build on their skills for initialising and investigating ideas, through in depth exploration and experimentations of techniques and design ideas. Throughout the module analytical skills will be developed enabling students to reflect on the progression of their designs culminating in evaluation of the completion of original concept to staff/peers.

Learning Activities

The module will be delivered through a series of lectures, demonstrations, practical studio work, staff and student critiques, use of digital media, external visits and independent study.

Notes

Semester One – research, external visits, preparation and planning of proposal, further design work for development of media techniques and drawing skills, preliminary mini collection.