

Liverpool John Moores University

Title: PRODUCT DESIGN PROJECT
Status: Definitive but changes made
Code: **6001PSDT** (103936)
Version Start Date: 01-08-2016

Owning School/Faculty: Education
Teaching School/Faculty: Education

Team	Leader
Mike Martin	Y
Matt McLain	

Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 60
Total Learning Hours: 240 **Private Study:** 180

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Practical	60

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Students will provide evidence of the achievement of the learning outcomes through the completion and presentation of an electronic portfolio of materials together with model outcomes equivalent to a written study of 6000 words.	100	

Aims

This module aims to offer students an opportunity to identify a client and context that will provide the basis for an extended individual design project. It will prepare

students to employ a broad range of design and technology methodologies in response to design opportunities and provide opportunities to develop skills necessary to become creative autonomous problem solvers. Develop students ability to use digital media and resources in the development of electronic portfolios.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate competence in selecting and applying creative methodologies within a well planned and competently implemented and executed design plan which is effectively documented at each stage of the process employing appropriate media and formats.
- 2 Display a high level of skill in design and product modeling together with a sensitivity for materials, the mastery of appropriate manufacturing processes having appropriate regard for health and safety.

Learning Outcomes of Assessments

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

Portfolio	1	2
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Outline Syllabus

Further development of research and product modeling strategies, building on work undertaken in the previous two years.

Electronic portfolio development including the use of up-to date technologies. Appropriate manufacturing processes will be employed to enable the creation of a final outcome which may be evaluated against the criteria developed at earlier stages of the process.

Learning Activities

Students will work independently supported by seminars, tutorials, group and individual critiques, appropriate field work and educational excursions. Students will also be encouraged to employ the broader creative community within the university and beyond, as appropriate, within the chosen field of interest. Design clinics will operate and it is intended to provide an environment in which students can develop their work alongside others, helping to develop mutual support systems based upon collaboration and critical review within a supportive framework.

Notes

The module provides students with an opportunity to carry out an extended product design and development activity. The nature of the activity is identified by the student and approved in negotiation with the module tutor. It is intended to allow students to demonstrate high levels of designing, planning, development, making and evaluation skills.