Liverpool John Moores University

Title:	Modelling Workshop II
Status:	Definitive
Code:	**6006PDE** (120094)
Version Start Date:	01-08-2018
Owning School/Faculty:	Electronics and Electrical Engineering
Teaching School/Faculty:	Electronics and Electrical Engineering

Team	Leader
Adam Papworth	Y
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Academic Level:	FHEQ6	**Credit Value:**	10	**Total Delivered Hours:**	36
Total Learning Hours:	100	**Private Study:**	64		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Practical	24
Tutorial	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	AS1	Sketch models	30	
Portfolio	AS2	Display model	70	

Aims

Provide support and guidance in the production of show standard models and prototypes.

Learning Outcomes

After completing the module the student should be able to:

1 Make careful visual observations and translate these into 3D physical models through a range of different techniques/use of mixed media at an appropriate scale.
2 Demonstrate how careful observation through modelling can improve analysis of product ideas.
3 Produce a physical design model suitable for show or client review.

Learning Outcomes of Assessments

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

Sketch models	1	
Display models	2	3

Outline Syllabus

Module introduction
Module guide; aims; learning outcomes; assessment and marking schemes. Outline syllabus; module timetable and student feedback.

General Content
Model making is one of the main activities to which a competent product designer may dedicate her/his time. The model is both a device for speculative enquiry and tool for conceptualisation to solve design and production and assembly problems. It is also an instrument to illustrate and describe projects to clients or final users. Therefore it is important to develop the knowledge and abilities to make effective models appropriate for different purposes.

This module provides support and guidance which will help inform your decision making and choices when developing product design solutions. Students use this module to explore design problem solving strategies and methodologies to aid research and concept development.

The emphasis is on learning skills not in the narrow sense but as a process of experimentation, development and adaptation – requiring curiosity, a sense of purpose and awareness of demands. Within the course the skills are not taught or assessed separately but are seen as making an essential contribution to understanding as well as production, and are judged on their appropriate use, creativity and engagement not just as technical proficiency.

Learning Activities

This is a studio based, practical module were students are taught the basic modelling skills required for their programme of study.

Notes

This module is delivered using a variety methods including lectures, seminars, tutorials and practical sessions. The module will be delivered from a engineering and product design perspective.