

Liverpool John Moores University

Title: MAJOR PROJECT
Status: Definitive
Code: **6013PD** (110060)
Version Start Date: 01-08-2011

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

Team	Leader
Jon Spruce	Y

Academic Level: FHEQ6
Credit Value: 36.00
Total Delivered Hours: 90.00
Total Learning Hours: 360
Private Study: 270

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Practical	40.000
Seminar	5.000
Tutorial	5.000
Workshop	40.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	Coursework: by the submission of project and supporting materials as outlined in the module handbook.	100.0	

Aims

To provide students with a design experience which brings together all the conceptualising, visualising, technological, materials, presentation and problem solving skills developed at Levels 1 and 2.

To undergo a complete product design process to the point of manufacture

To experience all the aspects of the product design process.

Learning Outcomes

After completing the module the student should be able to:

- 1 Negotiate and define a design brief, plan and schedule a major design project.
- 2 Converse with technologists and specialists and use technical libraries to obtain specific information or deliver instructions.
- 3 Produce a portfolio of work reflecting a rigorous design process.
- 4 Design & make prototypes test rigs and finished models as appropriate.

Learning Outcomes of Assessments

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

ESSAY	1	2	3	4
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Outline Syllabus

The learning outcomes will be achieved through a project based approach to the studio situation. Students will work on an individual product design project to solve a particular problem or exploit a particular situation highlighted by their research. The subject area of the module will be identified by the student and submitted to the module leader for approval. All students will submit an overall outline plan of their proposal during the early stages of this module. The plan will be submitted to the tutor as a pre-requisite to further development and will contain a statement defining the project; a list of the aims; a detailed plan of the time scale proposed and a project budget.

The studio situation will provide a learning environment suited to this work in the following ways; the availability of access to tutorial support and criticism as work is developing; the benefits of working in an atmosphere akin to a design studio (it is important that students do not interpret 'working independently as working in isolation');

Learning Activities

Lectures, tutorials, seminars workshop activity, private study, and market research. Students will work independently in studios supported by individual tutorials from a designated personal tutor who will have overall responsibility for guiding the student's programme. This tutor will also be responsible for directing the student to other tutors within the programme or in other parts of the University in order to make the most of the specialist knowledge available.

The nature of this module precludes the writing of a bibliography. Students will be expected to make use of sources already known to them and to research deeper into the subject. The project documents presented by the student at the end of the module should contain a detailed and accurate bibliography for the project.

References

Course Material	Book
Author	Students produce their own bibliography as part of the project.
Publishing Year	0
Title	
Subtitle	
Edition	
Publisher	
ISBN	

Notes

During this module the student will independently develop the design for a product and in so doing experience a complete product design process by liaising with technologists, conducting research and costing investigations, producing working and presentation drawings, making a functional prototype, sketch and visual models. The module is intended to simulate the role of the Product Designer in the commercial world whether as a designer working to a commission or to their own brief.