

Liverpool John Moores University

Title: DESIGN AND APPLICATION
Status: Definitive
Code: **6075TEF** (119326)
Version Start Date: 01-08-2019

Owning School/Faculty: Sports Studies, Leisure and Nutrition
Teaching School/Faculty: Sports Studies, Leisure and Nutrition

| Team | Leader |
|----------------|--------|
| Wendy Johnston | Y |
| Katie Lane | |

Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 48
Total Learning Hours: 240 **Private Study:** 192

Delivery Options

Course typically offered: Standard Year Long

| Component | Contact Hours |
|-----------|---------------|
| Lecture | 24 |
| Practical | 24 |

Grading Basis: 40 %

Assessment Details

| Category | Short Description | Description | Weighting (%) | Exam Duration |
|-----------|-------------------|-----------------------------------|---------------|---------------|
| Portfolio | AS1 | Portfolio (3000 words equivalent) | 100 | |

Aims

To enable students to develop a knowledge and understanding of the process of design and development. To gain practical experience of development and testing processes and to understand the importance of meeting the end users/consumers needs. To provide students with the necessary knowledge and understanding of design concepts, technical applications and critical theory.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically analyse past present and future technology and critically evaluate the factors determining the successful development of new products from concept to marketplace and their impact on the end user.
- 2 Critically evaluate, using both theory and practice, a range of products to establish fitness for purpose.
- 3 Critically examine issues of material sustainability.

Learning Outcomes of Assessments

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

| | | | |
|-----------|---|---|---|
| Portfolio | 1 | 2 | 3 |
|-----------|---|---|---|

Outline Syllabus

Past, present and future technology, European standards, development and testing of appliances, consumer testing, inclusive design, sustainability and environmental issues, functionality, safety regulations, design and application of materials, ergonomics, fitness for purpose, marketing, lifestyle. The end user/consumer: future trends and visions.

Learning Activities

Lectures and practical workshop sessions will be the main form of student learning. These will be supported by a series of tutorials. Each topic will be introduced by a lead lecture followed by a practical workshop session. Activities will be student centred and will include guest speakers and opportunities to visit manufacturers.

Notes

A practical and theoretical module which critically evaluates the factors determining the successful development of new products from concept to marketplace. Students will be expected to test and evaluate a range of products. Evidence from this module may contribute to WoW certification