SDES9213
Design Studio Project A

Term Summer, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

Design Studio Project A aims to develop critical research skills in students, to formulate research questions responding to complex issues and grand challenges facing contemporary society, and design project briefs for a major design project. This advanced level course will provide students with design thinking and project formulation strategies through critical engagement with theory, concepts and practices, including thinking around sustainability and ethics, as well as endusers & clients, stakeholders and community.

Students will develop interdisciplinary design thinking and processes that includes elements such prototyping, diagramming, fabrication and presentation. The design studio project briefs engage with students studio specialisation studies and their understanding of integrated design and project management. Students will work as part of multidisciplinary teams and independently to develop critical, rigourous and sophisticated design research questions and brief for their studio project in SDES9214.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Critically analyse and synthesise complex information to articulate research questions relevant to design and design practices and how they relate to contemporary global issues and grand challenges.
2. Produce, interpret and communicate interdisciplinary and multifaceted project briefs for original design propositions related to research questions.
3. Demonstrate autonomy, expert judgement, adaptability and responsibility working in design as part of a team and independently.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Moodle - learning management system

Lectures

Lectures on theory and practice related to an overarching integrated design brief will be programmed at appropriate and strategic points in the program. Lectures may take the form of briefings, panels or deliver information in a mode responsive to the needs and project schedules of students, clients and faculty. Lectures are given to disseminate information, generate debate and promote understanding of topic. In design lectures consist of disciplinary/interdisciplinary/contextual research, collate, synthesise and present information regarding a course topic area, new knowledge, conceptual tools, a design briefing, or discussion of instructional material pertinent to the educational aims of a course, topics covered, and can be directly related to the assessment objectives and criteria of an assessment event.

Tutorials

Tutorial within design and media provide a context where processes, protocols and involving materialising concepts happen in ways that both evoke and help to communicate ideations. Tutorial involves a range of teaching methods ranging from demonstration of technical and OH&S requirements. serial instructions of a preferred work-flow to a potential series of interactions including one on one, one to many, and are related to the task or process connected to course content and assessment. Tutorials in design use small group, blended and reflective learning strategies following a flipped classroom model. Tutorials can utilise the flipped classroom resourced model, and may include demonstrations where the demonstrator has prepared by previously completing the video or process in question.

Studio

Studio - independent/collaborative work and practice, discussion, questioning, briefings, peer and tutor critique, small group work, self-directed experimentation, reflection and review, H&S requirements. Design studio teaching is structured to develop disciplinary understanding and facilitate a range of philosophical, sociocultural, technical and interdisciplinary specialities, technologies, protocols and processes and situated sets of relationships pertinent to and embedded within the requirements of developing profession and industry ready understandings and capacities in students. Within design, studio is a mode of delivery that involves a range of instructional, mentoring and facilitation interactions including one on one, one to many, and the facilitation of many to many.

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Design Research Proposition	40%	Design Studio Work
Assessment Task 2	Design Prototype #1 and Design Brief	60%	Project Proposal

References for this Course

Reading List
(These are recommended texts further readings may be advised

Design philosophy and socio-technical studies (STS)

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