



# DDES2121

## Object 3: Objects and the World

Term T3, 2020

### Course Information

Units of Credit: 6

### Course Overview

#### Course Description

##### Fully Online Delivery Term 3 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course online.

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This advanced course within the Object disciplinary studio will explore the impact of human activity on the natural world through objects and material-led enquiries. You will build on the handmaking and digital skills acquired in the introductory and intermediate Object courses and knowledge of materiality and social contexts to engage with and critique ideas relating to ecology and design-nature relationships. Informed by ecological frameworks such as the issue of material resources or biophilic design influences you will develop material experimentation and prototypes to gain greater insight of our role as responsible designers and agents of change.

#### Course Learning Outcomes

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

1. Interrogate and evaluate a range of materials and methods and apply findings to the design, fabrication and presentation of objects.
2. Examine and critique the significance of responsible design practice through an understanding of impact and engagement regarding issues of ecology and its application to object design.
3. Demonstrate, apply and synthesise analogue and digital literacies relevant to object design and prototyping.
4. Investigate, document and communicate an effective synthesis of concepts, forms, materials and processes through the design and development of objects.

#### Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

##### Blended/online

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom
- Microsoft Teams - Teamwork Hub and Group Chat Platform
- Zoom - Video and Audio Conferencing, Chat, and Webinars
- Echo360 - Lecture Recording
- The Box - Media Repository
- Moodle - Learning Management System

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## Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Form & Process	40%	Design Studio Work
Assessment Task 2	Development & Resolution	60%	Design Studio Work

## Resources

Engagement with university workshop facilities will be replaced, conducted and experienced through learning within the home studio environment. You will develop a personal design practice in your home studio setting supported by a combination of live lecture presentations, group and individual discussions and video resources on Moodle.

You will need access to a camera (eg. iPhone) for documenting design inspiration, design process and the final studio outcomes and a laptop for online learning and for project development including software such as Microsoft Word and Teams, Fusion 360, Illustrator, Photoshop, Adobe Acrobat.

Students will need basic design studio tools and materials to visualise design ideas including as a guide: a steel ruler, cutting mat, scalpel knife, scissors, assortment of pens, pencils, markers, highlighters, tape, PVA glue, wire (such as electrical or coat hanger wire), cotton thread, needles and other materials sourced from your everyday. A safety note: when working with materials such as wire please protect your eyes with safety glasses.