

# DI303-30 Major Project

**24/25**

**Department**

Design Studies

**Level**

Undergraduate Level 3

**Module leader**

Adela Glyn-Davies

**Credit value**

30

**Module duration**

20 weeks

**Assessment**

100% coursework

**Study location**

University of Warwick main campus, Coventry

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## Description

### Introductory description

This module is the culmination of students' journeys into becoming designerly change agents. Their major project will be a brief that students will be developing themselves and throughout the process will acquire skills in how to research, define and present a full problem statement which will justify a multi-perspective enquiry through the micro, meso and macro sphere of innovation but captured on a meta level, equivalent to industry standards and practice. This problem definition will lead students into their full project process. This entails advanced design research and application of design and systems thinking to practice. The module will challenge students' ability to undertake high quality research whilst working towards an innovative design intervention towards sustainable systems change. This intensive learning journey will foster students' professional development and preparation for a chosen specialist path in industry or further study.

### Module aims

The end of year project challenges the students to bring all of that learning together, and to apply it to a significant design challenge requiring descriptive, analytical, critical and creative responses. This project is facing global challenges, focussing on systemic challenges relating to the Global Sustainability Goals, whilst using established and inventive methods. This gives the students opportunities to apply and reflect on knowledge and methods. They will do this iteratively, so that they have plenty of opportunities to identify gaps in capability and areas for improvement.

## Outline syllabus

This is an indicative module outline only to give an indication of the sort of topics that may be covered. Actual sessions held may differ.

Introduction to major project - positionally of concerns.

Ontology and epistemology of system mismatches.

CRIT groups and tutorials on research design.

Choosing appropriate research methods and considering ethics.

Engaging multi-stakeholder creative sessions - warm data.

Problem statement definition and review of micro/meso/macro level understanding.

Process stages towards concept prototype and testing.

Finalisation of major project.

Final presentation and showcase.

## Learning outcomes

By the end of the module, students should be able to:

- Participate in and contribute to design challenges, from formulation through to implementation, with a focus on enhancing global environments and systems.
- Choose and apply creative methods to meet the needs of design challenges and diverse stakeholders, informed by an understanding of the nature of creativity.
- Report and reflect on design work to diverse stakeholders, in suitable forms.
- Reflect on personal development, needs, interests, and systematically plan future work.
- Professionally present visual outcomes and deliverables as part of a pitch.

## Indicative reading list

<https://rl.talis.com/3/warwick/lists/F2D70BD2-BE96-C2FA-D714-739E0C0215E8.html?lang=en&login=1>

[View reading list on Talis Aspire](#)

## Research element

Students will be undertaking research for their major projects which will require an ethics procedure, which will be rolled out in the introductory part of the module.

## Interdisciplinary

Major project deliverables are not tied to a specific set of artefacts or prescribed frameworks, students are encouraged to practice on a in interdisciplinary level and engage multiple methods and deliverables found across multiple systemic endeavours.

## International

Contributions, authors and case studies presented on this module will be international in order to be reflective of the programmes EDIAB ethos and to support the enquiry into a global paradigm of design for change.

### **Subject specific skills**

Accessing, evaluating, synthesising and applying knowledge for specific design challenges.

Participating in group discussions, design activities, reflections.

Facilitating and leading group group discussions, design activities, reflections.

Doing design studies (descriptive, analytical, creative).

Communicating design studies in a range of formats, synchronously and asynchronously, to a wide range of audiences.

Creating and using a personal portfolio of studies, notes and reflections.

Navigating and synthesising complex systemic data and relaying it in engaging narratives for concept development.

Developing high fidelity visual and tangible outputs (prototypes) in support of major project realisation.

Delivering engaging design pitch to a professional/ industry level.

### **Transferable skills**

Accessing, evaluating, synthesising and applying knowledge for specific design challenges.

Participating in group discussions, design activities, reflections.

Facilitating and leading group group discussions, design activities, reflections.

Doing design studies (descriptive, analytical, creative).

Communicating design studies in a range of formats, synchronously and asynchronously, to a wide range of audiences.

Creating and using a personal portfolio of studies, notes and reflections.

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## **Study**

### **Study time**

<b>Type</b>	<b>Required</b>
Lectures	4 sessions of 1 hour (1%)
Seminars	6 sessions of 2 hours (4%)
Tutorials	8 sessions of 3 hours (8%)
Fieldwork	8 sessions of 5 hours (13%)
Total	300 hours

<b>Type</b>	<b>Required</b>
Other activity	48 hours (16%)
Private study	62 hours (21%)
Assessment	110 hours (37%)
Total	300 hours

### **Private study description**

As part of this module students will be undertaking research in their chosen areas and fields and will therefore be required to plan and organise their own learning to complement synchronous sessions.

### **Other activity description**

Use fabrication labs, workshops or printing equipment for design process and final portfolio submission.

### **Costs**

No further costs have been identified for this module.

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### **Assessment**

You must pass all assessment components to pass the module.

#### **Assessment group A**

	<b>Weighting</b>	<b>Study time</b>
Major Project Portfolio including Artefacts	70%	80 hours

The Portfolio will be a rendered and curated collection of work which will document students' research, methodology, process, testing and final concept proposal. It will cover two sections: Process and Proposal. The first will cover all tests, rough developments and research overview, whilst the latter will present the audience with a fully rendered and finalised project proposal including any necessary tangibles, such as artefacts, service framework or other adequate deliverables.

Critical - Reflective Analysis	30%	30 hours
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This assignment is a complementary submission to the portfolio and entails a critical yet reflective account of the major project processes and the learning journey as a whole.

### **Feedback on assessment**

Live assessment and written rubric.

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## **Availability**

There is currently no information about the courses for which this module is core or optional.