

DI102-15 Introduction to Design Practice

26/27

Department

Design Studies

Level

Undergraduate Level 1

Module leader

Graham Powell

Credit value

15

Module duration

9 weeks

Assessment

100% coursework

Study location

University of Warwick main campus, Coventry

Description

Introductory description

In this module we will explore and investigate design practice from holistic and reductionist perspectives, their relationship and critiques, and discover diverse forms of thinking and making in design. Students will explore design as a cross-disciplinary endeavour through considerations of impact on personal practice and methodologies, social and life-centred design as well as systemic design. This module will challenge students to consider design practices from the artefact to the system level, and gain an understanding of positionality of design and innovation on a micro, meso and macro level. Students will explore how design has impacted the world, solved and created problems and how design processes evolve to respond to the world's ever more complex challenges. This will be done through collaborative and individual design challenges which will allow students to explore and test diverse and inventive methods to design and system thinking. Students will undertake a journey of unlearning, experimenting, play and curiosity. This is a studio module and will manoeuvre students into designerly ways of thinking, making and knowing.

Module aims

To introduce students to the domains of design; from artefact to system.

To develop student's awareness of design as a broad, interdisciplinary field which cultivates

established and ever emerging craftsmanship, process and methods.

To evolve skills in understanding ethical responsibilities of design and its impact.

Introduce students to the applicability and adaptability of design as a profession and generate an understanding of where and how a designer can work and contribute.

Develop skills in creative problem solving through co-design and personal practices.

Develop skills in design thinking, systems thinking and multi-solving approaches to complex problems.

To develop students' critical abilities in design analysis and synthesis, storytelling and concept delivery.

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.

Week 1 Introduction to design practice; The Four Domains of Design.

Weeks 2-3 Personal Practice and Methodologies; Design and You.

Weeks 4-7 Social Design; Designing with and for Others.

Weeks 8-10 Introduction to Systemic Design; Complexity and Problem Solving.

Learning outcomes

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

- Demonstrate an understanding of design as a broad multi-domain discipline.
- Choose and apply creative methods to meet the needs of design challenges and diverse stakeholders.
- Identify adaptable design methodologies in solving complex problems
- Demonstrate and document design research and process in designerly ways.
- Critically evaluate design problems and design narratives.

Research element

Foundational academic and design research skills.

Interdisciplinary

Design practice is a broad cross-disciplinary endeavour which interlinks with all aspects of life. Whilst this module is giving students a wide (systemic) overview of these intersections, specific focus will be given to disciplines of the Applied and Performing Arts, Architecture, Anthropology, Systemic and Complexity Science, Mathematics and Data Science and Ecology.

International

The content of this module is drawn from a broad set of international precedents and practitioners allowing for a multi-perspective exploration of design practice.

Subject specific skills

Design practice research methods.

Process development through design thinking and doing, and systems thinking. Mapping and synthesis of design and innovation throughout all design domains. Practice as research approaches based in visual ethnography.

Systems Mapping.

Visual Data Mapping.

Co-Design and Social Design frame-working.

Professional Design Pitch and Crit.

Digital visualising skills.

Transferable skills

Cross-disciplinary group work.

Mapping complex problems.

Stakeholder mapping.

Systems Mapping.

Visual Data Mapping.

Storytelling.

Digital visualisation and communication skills.

Project and time management.

Study

Study time

Type	Required
Seminars	9 sessions of 2 hours (12%)
Supervised practical classes	9 sessions of 1 hour (6%)
Private study	63 hours (42%)
Assessment	60 hours (40%)
Total	150 hours

Private study description

Students are required to undertake asynchronous activities as prompted by the facilitator as well as undertake ethnographic research via field studies outside of scheduled contact hours.

Alongside this students will work independently on their portfolios and reflective journals, which will be reviewed in pitch and crit sessions.

Costs

Category	Description	Funded by	Cost to student
Equipment and project costs	Materials will be supplied for workshop inductions and course-based teaching sessions. While there will be some provision of basic materials, students will drive their own practice and therefore may require a broader set of materials and/or tools than can be provided. This will be very individual and will be at the student's cost.	Student	£0.00
Printing and photocopying	On this module, students will be provided with printing credit to the value of £5.00 per student.	Department	£5.00

Assessment

You must pass all assessment components to pass the module.

Assessment group A2

Assessment component	Weighting	Study time	Eligible for self-certification
Sketchbook - Archive of practice development	80%	50 hours	Yes (extension)
<p>The sketchbook, archive of practice development captures students' design processes and proposals in a professional, creative, critical and experimental manner; considering designerly attributes of visual presentation, research, narrative and framed proposal. This piece of work also integrates visual processes and data mapping explorations, as well as responses to design tasks in synchronous and asynchronous sessions.</p>			
<p>Reassessment component is the same</p>			
Designerly Discussion	20%	10 hours	No
<p>The student engages a panel in discussing their design studies using designerly language and concepts, with the aim of pitching their design ideas. The panel assesses the "designerliness" of the discussion, and the student's capability to engage in designerly dialogue with fellow designers.</p>			

Weighting**Study time****Eligible for self-certification****Reassessment component**

Resit - Designerly
Discussion

Yes (extension)

You are required to produce a systems map and narrative based on the prompt provided in the module assignment brief. Your map should be produced (sketched) on A3 paper and the accompanying narrative should be 500 words (+/- 10%)

Feedback on assessment

Formal and informal, class-based, live assessments and written feedback in line with rubric.

Availability**Post-requisite modules**

If you pass this module, you can take:

- DI209-15 Systemic Design

Courses

This module is Core for:

- Year 1 of UIPA-W201 BASc Design for Sustainable Innovation
- Year 1 of UDIA-H1L8 Undergraduate Design and Global Sustainable Development

This module is Optional for:

- Year 1 of UIPA-L8A1 Undergraduate Global Sustainable Development