

# DI207-15 Social Design

**26/27**

**Department**

Design Studies

**Level**

Undergraduate Level 2

**Module leader**

Kerry Baker

**Credit value**

15

**Module duration**

9 weeks

**Assessment**

100% coursework

**Study location**

University of Warwick main campus, Coventry

---

## Description

### Introductory description

This module fosters student's development in becoming designerly agents for change through engagement with their local and regional communities. Social Design understands design as an ethically driven philosophy seeking to make improvements to the lived experiences of people, communities, and the environment. It is underpinned by the principles of co-design/co-creation and working in partnership to identify, investigate and resolve design problems. Students will learn a range of approaches to participatory design, social action and entrepreneurship through investigating philosophies, methodologies, and case studies. Through this they will develop a toolkit of techniques and their appropriateness to specific situations. Key to this is being able to understand a social context as a complex interaction of people, artefacts, systems, and economies.

### Module aims

The aims of this module are to give students the opportunity to explore and test methods, approaches and frameworks relating to design and systems thinking within an interdisciplinary context. This will shape the student's emerging specialist design practice and help them build their own designerly methodologies. Throughout this module students will be part of an interdisciplinary team, where they will be sharing, collaborating, and developing their existing and newly developed approaches to researching, defining, and solving complex life-centred design problems. Social

Design aims to encourage students to explore and research community life, impact and value through co-design. This module aims to further student's individual and group-working skills, whilst challenged to develop the skills of professional pitch as well as crit skills as part of their evaluative and making practice. Finally, this module presents a continuation of the student's design and systems thinking development on an interdisciplinary level.

## **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.

The syllabus is subject to change, but an an indicative list of topics that students will cover includes: Social design theory, methods of community engagement, co-design workshops, professional pitching

## **Learning outcomes**

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

- Co-create a design intervention to identify and address a social need.
- Understand theories and methodologies of social design theory and practice.
- Understand design ethics and incorporate this into professional practice.
- Critically evaluate appropriate community research and co-design methods.

## **Indicative reading list**

[Reading lists can be found in Talis](#)

[Specific reading list for the module](#)

## **Research element**

Students will be undertaking research on a multi-stakeholder level and will be testing their concepts with a target audience. This module will introduce them to an ethics form in the introductory part of the learning journey.

## **Interdisciplinary**

This module is entirely interdisciplinary as all modules in Design Studies - direct links to UX, UI, service design, anthropology, spatial studies, design thinking, digital ethnography, and critical studies - just to name a few.

## **International**

This module will provide an international array of contributors and authors to encourage students to undertake holistic learning from multiple perspectives.

## Subject specific skills

Accessing, evaluating, synthesising and applying knowledge for specific community design challenges. Participating in group discussions, design activities and reflections. Facilitating and leading 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. Understanding and applying appropriate and ethically considered methods when researching and co-designing with communities. Delivering a professional design pitch to a target audience. Developing rapid and refined prototypes to support design proposal and implementation. Curate and exhibit work for discourse and dissemination.

## Transferable skills

All of the above are transferable. In addition, advanced digital skills including collaborative whiteboards, setting up and running online collaborations, visualisation and planning tools, project management tools.

---

## Study

### Study time

| Type          | Required                    |
|---------------|-----------------------------|
| Lectures      | 9 sessions of 2 hours (12%) |
| Private study | 52 hours (35%)              |
| Assessment    | 80 hours (53%)              |
| Total         | 150 hours                   |

### Private study description

Students will be working in groups asynchronously on their group brief as well as individually in their own time towards a presentation and critical research analysis, and design proposal portfolio.

## 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 | Student   | £0.00           |

| Category                  | Description                                                                                            | Funded by  | Cost to student |
|---------------------------|--------------------------------------------------------------------------------------------------------|------------|-----------------|
|                           | materials and/or tools than can be provided. This is individualised and will be at the student's cost. |            |                 |
| 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.

Students can register for this module without taking any assessment.

### Assessment group A3

| Assessment component                                                                                                                                                                                                                                                                   | Weighting | Study time | Eligible for self-certification |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|------------|---------------------------------|
| Design Portfolio                                                                                                                                                                                                                                                                       | 60%       | 40 hours   | Yes (extension)                 |
| This part of the coursework will contain students research, full process and final rendition and pitch of the given Social Design Brief, as well as critical reflection piece about the learning journey.                                                                              |           |            |                                 |
| Reassessment component is the same                                                                                                                                                                                                                                                     |           |            |                                 |
| Professional Pitch                                                                                                                                                                                                                                                                     | 40%       | 40 hours   | No                              |
| This part of the coursework entails students' group pitch of their proposed Social Design concept as part of the module showcase.                                                                                                                                                      |           |            |                                 |
| Reassessment component                                                                                                                                                                                                                                                                 |           |            |                                 |
| Resit - Professional Pitch                                                                                                                                                                                                                                                             |           |            | Yes (extension)                 |
| You are required to submit an individual 10-minute recorded presentation that pitches a co-designed intervention in response to the module assignment brief. You can use the maximum of 10 slides to communicate your design process (this includes your references). The video should |           |            |                                 |

**Weighting**

**Study time**

**Eligible for self-  
certification**

be uploaded to Tabula.

### **Feedback on assessment**

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

---

### **Availability**

### **Courses**

This module is Core for:

- Year 2 of UDIA-H1L8 Undergraduate Design and Global Sustainable Development