Unit Guide
Diploma of Art & Design
Monash College
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Overview

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<th>DIPLOMA PART I  (Both)</th>
<th>Unit Code</th>
<th>Unit Name</th>
<th>Unit EFTSL</th>
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<td>MCD5120</td>
<td>Introduction to Health &amp; Safety</td>
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<td></td>
<td>MCD5150</td>
<td>Communication Design 2</td>
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<td>Illustration</td>
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<td>MCD5190</td>
<td>Architecture Communication 1</td>
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<td>MCD5200</td>
<td>Fine Art Studio 1</td>
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<td>MCD5210</td>
<td>Collaborative Design studio 1</td>
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<td>MCD5220</td>
<td>Industrial Design Studio 2</td>
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<td>MCD5230</td>
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<td></td>
<td>MCD5240</td>
<td>Product Drawing</td>
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</table>
MCD1270 - Drawing A

Description

Drawing A initiates an intensive studio-based program focusing students on observation and analysis of their visual surroundings. Within the studio environment sequential projects are explored to build up the student’s visual awareness of three dimensional forms and their surrounding environments.

There is a predominant focus on observing and describing the human form (both naked and clothed) within this context. Observations of the naked human figure forms over half of the content of this drawing program. Throughout the drawing program observation and analysis skills are complemented by a gradual experimentation with a broad range of expressive mediums and techniques to further enhance student’s facility in creating an individual and creative response to the studio projects.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Observe and represent objects by line and tone, expressing their form and volume and showing a basic understanding of structure within the three-dimensional environment.
2. Understand the complimentary visual connections between objects and their surrounding spaces and through drawing explore ways of representing these relationships.
3. Gain confidence in manipulating a range of drawing materials and methods pertinent to the study.
4. Have an enhanced ability to observe the visible world based on what is actually seen rather than what is presumed.
5. Increase confidence to speak with clarity and understanding about their own and others’ drawings.
6. Develop an interest in the ways which artists and designers use drawing in their art/design practice.

Assessment

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
</thead>
</table>
| Assessment 1    | Body of Work (studio and independent)  
Week 1–5         | 20%     |
| Assessment 2    | Body of Work (studio and independent)  
Week 6–12  
(Assessment task 2 involves submitting all work week 6-12 along with all work week 1-5) | 80%     |

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD1280 - Theory A

Description

This unit is an introduction to the history of painting in Europe and Britain from the 15th to 19th century. Students will develop the skills required to discuss the technical process and symbolic function of various works. This will include the study of:

1. Painting composition.
2. Painting types.
3. The techniques of trompe l'oeil.
4. The usage of pictorial symbolism and metaphor.
5. The characteristics of different periods, schools and individuals.
6. The influence of patrons.
7. The influence of art critics.

Students study paintings and their social context from the 15th to the 19th centuries in chronological order. Each week covers a particular time and place and focuses on key works.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Formally analyze painting composition.
2. Identify and discuss a painting type.
3. Analyze the technique of trompe l'oeil.
4. Opine the usage of pictorial symbolism and metaphor.
5. Discuss the characteristics of different periods, schools and individuals.
6. Recognize the influence of patrons.

Assessment

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homework Test 1</td>
<td>Visual Test</td>
<td>10%</td>
</tr>
<tr>
<td>Homework Test 2</td>
<td>Visual Test</td>
<td>10%</td>
</tr>
<tr>
<td>Essay</td>
<td>1500 words</td>
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<tr>
<td>Key Image Test</td>
<td>Visual Test</td>
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</tr>
</tbody>
</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD1290 - Basic Design Studio B

Description

This unit provides a foundation for the understanding of three dimensional (3D) elements and principles for students of art and design. Students will develop the analytical, technical and communication skills necessary to understand and apply 3D form as a tool for expression and communication. The unit develops in a sequential program, through theory, demonstration and practice of these elements and principles. Exercises and assignments are formulated to establish the foundation of a requisite skill-set and to encourage the exploration of 3D form in a confident and competent manner.

Prerequisites

Successful completion of MCD1330 (Basic Design Studio A).

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Recognise and analyse 3D elements of design.
2. Recognise, analyse and utilise fundamental processes and techniques appropriate to the realisation of 3D design.
3. Demonstrate skills in the construction techniques of soft modelling materials.
4. Understand conceptual and representational principals of form, space and structure.
5. Utilise space and form as communicative and expressive design elements.
6. Understand and apply the nomenclature of art and design.

Assessments

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
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<tbody>
<tr>
<td>Assessment 1</td>
<td>Ideation and Development</td>
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</tr>
<tr>
<td>Assessment 2</td>
<td>Capturing Light with Paper</td>
<td>10%</td>
</tr>
<tr>
<td>Assessment 3</td>
<td>Wall Structures</td>
<td>10%</td>
</tr>
<tr>
<td>Assessment 4</td>
<td>Planar Construction</td>
<td>20%</td>
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<tr>
<td>Assessment 5</td>
<td>Volumetric Fragmentation</td>
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</tr>
<tr>
<td>Assessment 6</td>
<td>Space Analysis</td>
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</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD1300 - Visual Arts Studio B

Description

To expand on Visual Arts Studio A and facilitate a greater understanding of visual arts practice particularly in 3D studies. Students are introduced to visual arts practice through studies in the areas of Printmaking, Painting and sculpture. Students will be expected to examine line, form, tone, colour, composition and construction in space. Projects will enable the development of the analytical and technical skills. Exercises and assignments are formulated to introduce the students to historical and contemporary 2D and 3D practices, through an engagement with conceptual and material processes.

Prerequisites

Nil

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Show an increased facility with painting, sculpting and printing processes; with particular regard to the use of colour, texture, collage, structure and drawing in 2D and 3D format.
2. Become familiar with art movements and demonstrate a greater understanding of the history of art language.

Assessments

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1: Sculpture</td>
<td>Open Form</td>
<td>25%</td>
</tr>
<tr>
<td>A2: Sculpture</td>
<td>Closed Form</td>
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<tr>
<td>A1: Mixed Media</td>
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</tr>
<tr>
<td>A2: Mixed Media</td>
<td>Surprise Box</td>
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</table>

Students must achieve an overall mark of 50% or higher in order to pass this unit.
MCD1310 - Drawing B

Description

Drawing B builds on the Drawing program initiated in Drawing A. Drawing B continues an intensive studio-based program focusing students on observation and analysis of their visual surroundings. Within the studio environment sequential projects are explored to build up the student’s visual awareness of three dimensional forms and their surrounding environments.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. To observe and represent objects by line and tone, expressing their form and volume and showing a basic understanding of structure within the three-dimensional environment.
2. Understand the complimentary visual connections between objects and their surrounding spaces and through drawing explore ways of representing these relationships.
3. Gain confidence in manipulating a range of drawing materials and methods pertinent to the study that show a growing individual engagement.
4. Have an enhanced ability to observe the visible world based on what is actually seen rather than what is presumed.
5. Increase confidence to speak with clarity and understanding about their own and others’ drawings.
6. Develop an interest in the ways which artists and designers use drawing in their art/design practice.
7. Be curious about the historical, theoretical, philosophical and aesthetic contexts that inform this drawing practice.

Assessment

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Assessment 1</td>
<td>Body of work (studio and independent) week 1–5</td>
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<tr>
<td>Assessment 2</td>
<td>Body of work (studio and independent) weeks 6–12 (Assessment task 2 involves submitting all work week 6–12, along with all work week 1–5)</td>
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</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD1320 - Art & Design Theory B

Description

This unit is an introduction to visual cultures from the perspectives of art, design and architecture. Key themes within contemporary visual culture are discussed in terms of aesthetic, technological, historical and ideological contexts. Students develop critical skills in analysing the diverse artefacts and practices of art, design and architecture and communicating their significance in verbal and written forms.

The delivery is based on weekly lectures that trace a timeline of art history and weekly tutorials that focus on revising and exploring the weekly topic through group activities. Assessment is based upon the ability to combine formal analysis and critical thinking skills to express informed opinions in both spoken and written form.

Prerequisites

MCD1280 Art and Design Theory A

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Identify works of art, design and architecture and place them in cultural contexts.
2. Recognise relationships between art, design and architecture in the development of visual culture.
3. Engage with key issues and concerns within contemporary visual culture.
4. Critically analyse works of visual culture and communicate their findings in verbal and written form.
5. Identify contemporary visual culture with an awareness of ethical, social and cultural issues.

Assessments

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
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</thead>
<tbody>
<tr>
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<tr>
<td>Essay</td>
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<td>50%</td>
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<tr>
<td>Key Image Test</td>
<td>Written test based on key images – part 1 and part 2</td>
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</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD1330 - Basic Design Studio A

Description

This unit provides a foundation which introduces the understanding of two dimensional (2D) elements and principles to students of art and design.

Students are introduced to the basic elements and principles of two-dimensional art and design, and the development of the analytical and communication skills necessary for understanding and application.

This unit develops in a sequential program through lecture and practice of these elements and principles with assignments set on each.

A major assignment is set at the end of the course that integrates the elements and principles of two-dimensional art and design.

Prerequisites

Nil

Learning outcomes

On successful completion of this unit, students are expected to be able to:

1. Understand and apply the creative (art and design) process.
2. Recognise, analyse and use the two-dimensional elements of art and design.
   i.e. point, line, shape, texture, colour and letter-form.
3. Recognise, analyse and use the 2-dimensional principles of art and design.
   i.e. balance, contrast, figure-ground, scale and proportion, hierarchy.
4. Recognise some theoretical and psychological issues of selected colour theories.
5. Recognise, analyse and use typography.
6. Understand and apply the nomenclature of art and design.

Assessments

Basic Design Studio A is 100% mixed mode progressive assessment by a series of assignments.

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<td></td>
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<td>Project 3</td>
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<td>Project 4</td>
<td>Typography and colour theory</td>
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<tr>
<td>Project 5</td>
<td>Texture and colour practice</td>
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Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD1340 - Visual Arts Studio A

Description

This unit introduces and facilitates a greater understanding of visual arts practice in painting and Printmaking. Students are introduced to visual arts practice through studies in the areas of Printmaking, Painting and sculpture. Students will be expected to examine line, form, tone, colour, composition and construction in space. Projects will enable the development of the analytical and technical skills. Exercises and assignments are formulated to introduce the students to historical and contemporary 2D practices, through an engagement with conceptual and material processes.

Prerequisites

Nil

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Develop a greater understanding of 2D and 3D practice through the given projects.
2. Explore their personal understanding of 2D and 3D practice in relation to the selected historical and contemporary art context.

Assessments

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<th>Details</th>
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<td>Assessment 2</td>
<td>Body of work (studio and Homework) Painting</td>
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Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5020 - Theory C

Description
This unit is an introduction to visual cultures from the perspectives of art, design and architecture. Key themes within contemporary visual culture are discussed in terms of aesthetic, technological, historical and ideological contexts. Students develop critical skills in analysing the diverse artefacts and practices of art, design and architecture and communicating their significance in verbal and written forms.

The delivery is based on weekly lectures that trace a timeline of art history and weekly tutorials that focus on revising and exploring the weekly topic through group activities. Assessment is based upon the ability to combine formal analysis and critical thinking skills to express informed opinions in both spoken and written form.

Prerequisites
Nil

Learning Outcomes
On completion of this unit, students are expected to be able to:

1. Identify works of art, design and architecture and place them in cultural contexts.
2. Recognise relationships between art, design and architecture in the development of visual culture.
3. Engage with key issues and concerns within contemporary visual culture.
4. Critically analyse works of visual culture and communicate their findings in verbal and written form.
5. Identify contemporary visual culture with an awareness of ethical, social and cultural issues.

Assessment

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<th>Assessment Task</th>
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<tbody>
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<tr>
<td></td>
<td>Essay writing test part 2</td>
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<tr>
<td>A2: Research Essay</td>
<td>1,500 words</td>
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<tr>
<td>A3: In trimester assignment</td>
<td>Visual test</td>
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</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5040 - Drawing C

Description

Drawing C initiates the final component of the Drawing program at Monash College. It prepares students for entry to the graduate courses in Art, Design and Architecture, running parallel with the first year Drawing graduate program. Drawing C continues an intensive studio-based program focusing students on observation and analysis of their visual surroundings. Within the studio environment sequential projects are explored to build up the student's visual awareness of three dimensional forms within their surrounding spaces.

The course investigates observations and interpretations of a range of everyday encountered forms; manufactured and organic. There is a predominant focus on observing and describing the human form (both naked and clothed) within this context. Throughout the drawing program observation and analysis skills are complemented by a gradual experimentation with a broad range of expressive mediums and techniques to further enhance student's facility in creating an individual and creative response to the studio projects. Conceptual sensitivities are overlaid within these explorations as students mature through their drawing exercises.

Prerequisites

Nil

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Observe and represent objects by line and tone, expressing their form and volume and showing a basic understanding of structure within the three-dimensional environment.
2. Understand the complimentary visual connections between objects and their surrounding spaces and through drawing explore ways of representing these relationships.
3. Gain confidence in manipulating a range of drawing materials and methods pertinent to the study which show a growing individual sensitivity to a creative application of the drawing approach to the act of visual expression.
4. Have an enhanced ability to observe the visible world based on what is actually seen rather than what is presumed.
5. Increase confidence to speak with clarity and understanding about their own and others’ drawings.
6. Have an awareness of the breadth of drawing practice both historically and in the contemporary art/design milieu and be curious about the historical, theoretical, philosophical and aesthetic contexts that inform drawing practice to progress their own conceptual overlays in response to the action of drawing.

Assessment

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
</thead>
</table>
| Assessment 1    | Body of work (studio and independent)  
Week 1–5         | 20%     |
| Assessment 2    | Body of work (studio and independent)  
Week 6–12  
(Assessment task 2 involves submitting all work week 6–12, along with all work week 1–5) | 80%     |

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5120 - Introduction to Health & Safety

Description

MCD5120 Introduction to Health and Safety – equivalent to Monash University OHS 1000 Introduction to Health and Safety, Bachelor of Communication Design.

This unit will give students an understanding of the historical perspectives and context of safety and environmental concerns in the workplace.

The unit will show how safety and environmental guidelines come about due to government acts, regulations, codes of practice and standards, which are ultimately a reflection of broader community attitudes.

Students will learn the difference between a hazard and a risk, and understand the process of risk assessment and be able to apply it to their workplace (and by extension to environments external to the university).

In addition, students will have some understanding of the consequences of their work and study actions in relation to the environment.

Prerequisites

MCD1290 Design Studio B

Learning outcomes

On successful completion of this unit, students are expected to be able to:

1. Have an understanding of the nature of health and safety in the workplace, community expectations, and the relevant legislation.
2. Be conversant with procedures for dealing with emergencies.
3. Have an understanding of the terms hazard, risk, risk assessment, and risk management, and an understanding of the procedures for assessing and managing risk.
4. Be able to identify the main types of hazard which may be encountered in studios and workshops, biological, chemical, and physical.
5. Have an understanding of the importance of controlling risk and how this is done.

Assessments

Health and Safety 100% overall – Online study

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
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<tbody>
<tr>
<td>Module 1</td>
<td>Monash University OHSE Policies, Guidelines and OHS Documents</td>
</tr>
<tr>
<td>Module 2</td>
<td>Law</td>
</tr>
<tr>
<td>Module 3</td>
<td>Workplace Inspections and Hazards</td>
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<tr>
<td>Module 4</td>
<td>OHS Risk Assessment and control</td>
</tr>
<tr>
<td>Module 5</td>
<td>Hazardous substances, dangerous goods and MSDS sheets</td>
</tr>
<tr>
<td>Module 6</td>
<td>Ergonomics and Manual Handling</td>
</tr>
</tbody>
</table>
MCD5130 - Architecture Studio 1

Description

This unit introduces architectural design as a process of investigation, critical observation and experiment. The unit focuses on design as a process engaged with the three-dimensional and material testing of ideas. Projects will be formulated to introduce issues such as scale in relation to the human body, site and environmental contexts, basic techniques of three-dimensional composition and the correct use of architectural drawing conventions.

Students will learn about the materialisation of design ideas and the implications of design decisions made at smaller scales. Students will be challenged to respond creatively to complex project briefs which contain a number of specific materials, spatial and functional requirements. Projects have been structured to lead into and out of each other and in this way, the semester is thought of as additive, with each of the projects building upon ideas and skill sets gathered in the previous.

Prerequisites

MCD1290 (Basic Design Studio B) or entry into Part 2

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Introducing the value of an iterative process of making / critical reflection / design.
2. Developing design strategies for addressing the complex range of issues inherent to an architectural project.

Assessments

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Task 1</td>
<td>Traveler + Context</td>
<td>15%</td>
</tr>
<tr>
<td>Task 2</td>
<td>Capsule</td>
<td>20%</td>
</tr>
<tr>
<td>Task 3</td>
<td>Journey</td>
<td>20%</td>
</tr>
<tr>
<td>Task 4</td>
<td>Shelter</td>
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<tr>
<td>Task 5</td>
<td>Folio</td>
<td>15%</td>
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</table>

Students must achieve an overall mark of 50% or higher in order to pass this unit.
MCD5150 - Communication Design 2

Description

MCD5150 Communication Design 2 – Part 2 equivalent to Monash University CDS1002 Communication Design Studio 2, Bachelor of Communication Design.

This unit introduces communication design processes relative to the fundamental principles of typography, image, layout manipulation and time-based design.

An understanding of how communication design enhances the human experience is initiated in this unit through observation, critical enquiry, interpretation and the creation of visual and interactive forms.

Prerequisites

MCD5140 Communication Design 1

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Construct design solutions using two and three dimensional design elements, image making, typography and time-based media.
2. Develop a responsible, inquiring and adventurous attitude to design problem solving.
3. Recognise and use terminology specific to communication design, typography and digital media.
4. Understand and apply the fundamental elements and principles of basic typesetting and type design.
5. Use the fundamental processes intrinsic to time-based design and motion graphics.
6. Understand and apply the occupational health and safety requirements of this unit.

Assessments

Communication Design 2 is 100% mixed mode progressive assessment by a series of assignments made up of 50% Typography Studio and 50% Motion Graphics.

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Typography Studio</strong></td>
<td>A1: Typographic Fundamentals (A)</td>
<td>35%</td>
</tr>
<tr>
<td></td>
<td>A1: Typographic Fundamentals (B)</td>
<td>35%</td>
</tr>
<tr>
<td></td>
<td>Photographic Typographic</td>
<td>30%</td>
</tr>
<tr>
<td><strong>Motion Graphics</strong></td>
<td>Video Production</td>
<td>50%</td>
</tr>
<tr>
<td></td>
<td>User Experience</td>
<td>50%</td>
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</tbody>
</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5160 - Theory D

Description

Design and the avant-garde: This unit considers the various strands of European modernism and their legacy in relation to the design disciplines. Key avant-garde movements and practices are studied, with particular consideration given to their ideological, political and cultural contexts and motives.

The critical and utopian tendencies of twentieth-century avant-garde practices are considered in terms of their lasting implications for the social role of design. Students will continue to develop a range of approaches to understanding works of design and related issues, while also refining the broader critical and analytical skills necessary to their disciplines.

This unit employs a lecture and seminar-teaching format, with long-form written assignments and in-seminar presentations.

Prerequisites

MCD5020 Theory C

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Understand the history and the basic tenets of the major movements in European modernism.
2. Recognise and analyse key examples of avant-garde practices in art and design.
3. Discuss the legacy of the European avant-gardes and their lasting influence upon the social role of the Designer.
5. Critique works of design and articulate these analyses in both spoken and written form.

Assessment

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<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Formal Draft &amp; Annotated Bibliography</td>
<td>1,500 words</td>
<td>30%</td>
</tr>
<tr>
<td>Research Essay &amp; Annotated Bibliography</td>
<td>2,500 words</td>
<td>50%</td>
</tr>
<tr>
<td>Oral Presentation and Participation in class debate</td>
<td>20 minutes plus compulsory attendance</td>
<td>20%</td>
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</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5170 – Illustration

Description

MCD5170 Illustration – equivalent to Monash University VCO 1203 Introduction to Contemporary Illustration, Bachelor of Communication Design.

This unit explores the practice of contemporary illustration by introducing and exposing students to a range of illustration styles and techniques, in both traditional and experimental forums.

Students will develop a basic knowledge of the history of illustration and its use as a social and cultural visual communication tool. Study will focus on examining existing contemporary styles in order to broaden their personal and current understanding.

Students will creatively explore the fundamental skills and analytical processes associated with illustration and individual image making through a set of industry-based projects, encouraging experimentation and skill development by using a range of materials and equipment, both hands-on and digital.

Prerequisites

MCD5140 Communication Design 1

Learning outcomes

On completion of this unit, students are expected to be able to:

1. Create a body of illustrative work for use in a range of print or electronic media;
2. Express ideas and concepts to construct illustrative solutions using introductory-level processes;
3. Work confidently with the elements and principles of form, shape and composition across multiple illustration contexts;
4. Demonstrate drawing skills and the use of creative drawing practice as a means of visual thinking;
5. Apply introductory-level knowledge of illustration techniques;
6. Understand and apply basic colour theories;
7. Recognise historical and industry-current illustration technologies, materials and techniques;
8. Recognise the power of illustration as a communication tool;
9. Recognise the link between illustration and graphic communication design;
10. Understand and apply the occupational health and safety requirements of this unit.
MCD5170 – Illustration CONTINUED

Assessments

Illustration 100% overall:

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
<th>Weight</th>
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</thead>
<tbody>
<tr>
<td>Project 1</td>
<td>Cutting Edge</td>
<td>15%</td>
</tr>
<tr>
<td>Project 2</td>
<td>Characterise</td>
<td>30%</td>
</tr>
<tr>
<td>Project 3</td>
<td>Telling Tales</td>
<td>25%</td>
</tr>
<tr>
<td>Project 4</td>
<td>Instruct Me/Package Up</td>
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</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5190 - Architecture Communication 1

Description

The aim of this unit is for students to explore the principles, history and methods of perspective and orthographic projection, engaging in the practice of descriptive geometry through the use of contemporary computer technology and computer aided drafting (CAD).

Basic techniques of visualisation and the translation of traditional analogue modes of representation into the digital will be introduced, along with technical CAD modelling and drawing skills in both two and three-dimensions.

Prerequisites

MCD1290 (Basic Design Studio B) or entry into Part 2

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Be aware of the function of computer aided drafting (CAD) as a fundamental tool of two and three-dimensional design.
2. Understand the transition between two-dimensional and three-dimensional systems of representation and their associated drawing conventions.
3. Have developed basic skills in computer aided drawing in two and three dimensions using industry standard hardware / software.
4. Understand the principles of descriptive geometry, its methods of representation and protocols of orthographic and axonometric projection.
5. Have basic knowledge of the theoretical and historical origins of perspective and orthographic projection as an analogue form of practice and representation.

Assessments

Architecture Communication 1: 100% overall

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<tr>
<th>ASSESSMENT TASK</th>
<th>DETAILS</th>
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<tbody>
<tr>
<td>Drawing A</td>
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<tr>
<td>Drawing B</td>
<td>3D Representation</td>
<td>20%</td>
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<tr>
<td>Drawing C</td>
<td>Documenting Temporality</td>
<td>30%</td>
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<tr>
<td>Drawing D</td>
<td>Diagram</td>
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Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5210 Collaborative Design Studio 1

Description

Collaborative Design Studio will immerse students in the essential, foundational learning required of all fields of design – focusing on work-practices from Industrial Design, Communication Design and Spatial Design. Students will understand how design thinking informs design outcomes; have the capacity to identify design problems before navigating solutions; locate the user at the centre of all design challenges; identify and apply design methodologies and processes in ethical and culturally sensitive ways; and understand that design is more than the aesthetic or artefact-centred practice, requires research, analysis, critical thinking and creative engagement.

Prerequisites

MCD1290 Design Studio B or direct entry into Part 2

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Develop skills in interpersonal communication and collaboration.
2. Respond to real and speculative challenges through design thinking and making processes.
3. Navigate complexity through an iterative process of ideation and prototyping.
4. Utilize and value trans-disciplinary modes of design enquiry and apply them in inventive ways.
5. Observe and apply the OHSE requirements relevant to this unit.

Assessment

<table>
<thead>
<tr>
<th>Assessment Task</th>
<th>Details</th>
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<tbody>
<tr>
<td><strong>Studio Component</strong></td>
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<tr>
<td>P1 Things Matter</td>
<td>25%</td>
<td>60% overall</td>
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<tr>
<td>P2 Zine</td>
<td>35%</td>
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<tr>
<td>P3 Making Space</td>
<td>40%</td>
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<tr>
<td><strong>Skills Component</strong></td>
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<tr>
<td>Design Thinking</td>
<td>30%</td>
<td>40% overall</td>
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<tr>
<td>Photomedia</td>
<td>10%</td>
<td></td>
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<tr>
<td>Digital Imaging</td>
<td>30%</td>
<td></td>
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<tr>
<td>3D Constructs</td>
<td>30%</td>
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<tr>
<td>Spatial Photography/Projection Mapping/Lighting</td>
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</tbody>
</table>

Students must achieve an overall mark of 50% or higher in order to pass this unit.
MCD5220 – Industrial Design Studio 2

Description

This unit takes students through an end-to-end design process, from research and ideation through to material studies and manufacture of high-fidelity prototypes. In parallel, students will develop their communication skills from basic sketching through to advanced 3D modelling. The unit will test their design thinking skills by making them identify gaps in, and develop solutions for, specialised demographics.

Prerequisites

MCD5210 Collaborative Design Studio 1

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Empathise, define, ideate, prototype and test;
2. Recognise, analyse and apply the elements and principles of design;
3. Understand the nature of the design process and apply methodical steps in their own projects;
4. Understand the multidisciplinary nature design;
5. Understand selected colour theories;
6. Develop capabilities to communicate research outcomes, design concepts and solutions;
7. Appreciate the relationship between design and industry; and
8. Observe and employ occupational health and safety, appropriate to studio practice

Assessments

<table>
<thead>
<tr>
<th>Assessment Task</th>
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<tbody>
<tr>
<td>Assessment 1</td>
<td>Part 1</td>
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<tr>
<td>Assessment 2</td>
<td>Part 2</td>
<td>50%</td>
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Students must achieve an overall mark of 50% or higher in order to pass this unit.
MCD5230 – Spatial Design Studio 2

Description

Students taking this unit will engage with the social aspects and collaborative processes of design. Two fundamental modules will be explored: key observation and representation skills for design development and communication; and the physical and qualitative properties of common spatial practice materials.

Students will focus on the social, cultural and physical contexts of spatial design practice and on the development of observation and analytical skills to support the investigation of these properties and the potential for their application in design.

Prerequisites

MCD5210 Collaborative Design Studio 1 or MCD5130 Architecture Studio 1

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Prepare a design proposal in response to a simple project brief.
2. Consider aesthetic, functional, sustainable and programmatic aspects of design outcomes.
3. Draw in 2D and 3D using computer aided design software.
4. Engage with concepts relevant to the inhabitation of space as key concerns of interior architecture.
5. Record the processes undertaken in the production of a design proposal using a range of media.
6. Understand and apply the rules of occupational health and safety appropriate to the discipline practice.

Assessment

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<thead>
<tr>
<th>ASSESSMENT TASK</th>
<th>DETAILS</th>
<th>WEIGHT</th>
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</thead>
<tbody>
<tr>
<td>Project 1</td>
<td>Artist Beach Colony</td>
<td>70%</td>
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<tr>
<td>Project 2</td>
<td>Design Journal</td>
<td>10%</td>
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<tr>
<td>Project 3</td>
<td>Folio</td>
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</tbody>
</table>

Students must attempt all assessments and achieve an overall mark of 50% or higher in order to pass this unit.
MCD5240 – Product Drawing

Description

This unit provides the opportunity for Art & Design students – within their respective design avenues – to embark on a 12-week journey of visual synthesis using traditional [analogue] sketching and rendering techniques. Sketching is a method of visualising ideas in the mind of a person (externalising the internal) which aids design-thinking and enhances collaboration. It involves creating and removing, adjusting and compromising, and evaluating outcomes which may not be complete, yet provide a better understanding of a goal through visual renders.

The unit emphasises how everyday products can be broken down into basic geometric forms and vice versa where designing products is concerned.

Prerequisites

MCD5210 Collaborative Design Studio 1

Learning Outcomes

On completion of this unit, students are expected to be able to:

1. Draw to build ideas and show salient features of an intended design rather than a pre-existing object
2. Appreciate drawing as a method of externalising thoughts and developing ideas
3. Communicate their ideas through concept presentation sketches and renderings
4. Use drawing for persuasion and communication in a product design context
5. Demonstrate proficiency in the use of appropriate drawing mediums and equipment
6. Understand the range of drawing mediums and select appropriate techniques to suit the nature of the design or the communicative purpose

Assessments

<table>
<thead>
<tr>
<th>Assessment Task</th>
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<tbody>
<tr>
<td>Assessment 1</td>
<td>40%</td>
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<tr>
<td>Assessment 2</td>
<td>30%</td>
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<tr>
<td>Assessment 3</td>
<td>30%</td>
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</table>

Students must achieve an overall mark of 50% or higher in order to pass this unit.