

Unit Guide

Diploma of Art & Design

Monash College

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Overview

DIPLOMA PART I		
Unit Code	Unit Name	Unit EFTSL
MCD1270	Drawing A	0.125
MCD1280	Theory A	0.125
MCD1290	Basic Design Studio B	0.125
MCD1300	Visual Arts Studio B	0.125
MCD1310	Drawing B	0.125
MCD1320	Art & Design Theory B	0.125
MCD1330	Basic Design Studio A	0.125
MCD1340	Visual Arts Studio A	0.125
DIPLOMA PART II		
Unit Code	Unit Name	Unit EFTSL
MCD5020	Theory C	0.125
MCD5040	Drawing C	0.125
MCD5120	Introduction to Health & Safety	-
MCD5130	Architecture Studio 1	0.125
MCD5150	Communication Design 2	0.125
MCD5160	Theory D	0.125
MCD5170	Illustration	0.125
MCD5190	Architecture Communication 1	0.125
MCD5200	Fine Art Studio 1	0.125
MCD5210	Collaborative Design studio 1	0.125
MCD5220	Industrial Design Studio 2	0.125
MCD5230	Spatial Design Studio 2	0.125
MCD5240	Product Drawing	0.125

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

Assessment Task	Details	Weight
Assessment 1	Body of work (studio and independent) weeks 1 – 5	20%
Assessment 2	Body of work (studio and independent) weeks 6 – 12 (Assessment task #2 involves submitting all work weeks 6 – 12, along with all work weeks 1 – 5)	80%

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.
7. Comment on the influence of art critics.

Assessment

Assessment Task	Details	Weight
Homework Test One	Visual Test	10%
Homework Test Two	Visual Test	10%
Essay	1500 words	50%
Key Image Test	Visual Test	30%

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

Assessment Task	Details	Weight
Assessment 1	Ideation and Development	10%
Assessment 2	Capturing Light with Paper	10%
Assessment 3	Wall Structures	10%
Assessment 4	Planar Construction	20%
Assessment 5	Volumetric Fragmentation	25%
Assessment 6	Space Analysis	25%

An overall mark of 50% is required 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 in 2D and 3D studies – particularly in the disciplines of printmaking, Sculpture and Painting.

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

Assessment Task	Details	Weight
Assessment 1	Body of work (studio and homework) Printmaking	34%
Assessment 2	Body of work (studio and Homework) Sculpture	33%
Assessment 3	Body of work (studio and Homework) Painting	33%

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.

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 form 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. 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

Assessment Task	Details	Weight
Assessment 1	Body of work (studio and independent) weeks 1 – 5	20%
Assessment 2	Body of work (studio and independent) weeks 6 – 12 (Assessment task 2 involves submitting all work weeks 6 – 12, along with all work weeks 1 – 5)	80%

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

Assessment Task	Details	Weight
Assessment 1	Homework test one based on lecture content	30%
Assessment 2	Research essay	40%
Assessment 3	Key images test based on lecture content	30%

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.

Assessment Task	Details	Weight
Assessment 1	Project 1	15%
Assessment 2	Project 2	15%
Assessment 3	Project 3	15%
Assessment 4	Project 4	20%
Assessment 5	Project 5	15%
Assessment 6	Project 6	20%

MCD1340 - Visual Arts Studio A

Description

This unit provides a foundation to introduce and facilitate a greater understanding of two dimensional (2D) and three dimensional (3D) elements, principles and practices to students of art and design – particularly in the disciplines of printmaking, Sculpture and Painting.

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. 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

Assessment Task	Details	Weight
Assessment 1	Body of work (studio and homework) Printmaking	34%
Assessment 2	Body of work (studio and Homework) Sculpture	33%
Assessment 3	Body of work (studio and Homework) Painting	33%

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

Assessment Task	Details	Weight
Writing exercise	1,000 words	30%
Research Essay	1,300 words	30%
In trimester assignment	Visual test	40%

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

Assessment Task	Details	Weight
Assessment 1	Body of work (studio and independent) – wks 1 – 5	20%
Assessment 2	Body of work (studio and independent) - wks 6 – 12 (Assessment task #2 involves submitting all work weeks 6 – 12, along with all work weeks 1 – 5)	80%

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

Assessment Task	Details
Module 1	Monash University OHSE Policies, Guidelines and OHS Documents
Module 2	Law
Module 3	Workplace Inspections and Hazards
Module 4	OHS Risk Assessment and control
Module 5	Hazardous substances, dangerous goods and MSDS sheets
Module 6	Ergonomics and Manual Handling

MCD5130 - Architecture Studio 1

Description

In Foundation Studio, students will be introduced to an iterative process of making and critical reflection in order to learn to formulate and test architectural design ideas. This process is facilitated through series of 'hands on' projects that engage students directly with physically manipulating and testing material in order to drive the development of design ideas. One of the desired outcomes of this iterative process is that aspects of the project may be revealed which were not known or seen prior to the production of the works. This will also prompt students to engage in a process of experimentation, where they are given the space to possibly make mistakes and certainly, to be adventurous.

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

Assessment Task	Details	Weight
Project 1	Cast composition	15%
Project 2	Material transformation	35%
Project 3	Collaboration phase 3A. Siting 3B. Integrating 3C. Scaling 3D. Final presentation	35%
Project 4	Folio	15%

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.

Students will utilise typography both as a communicative and expressive tool. Historical and contemporary examples of visual communication, typography and time-based media will be examined, analysed and discussed, providing the opportunity for students to appreciate and develop skills in typography, page layout, motion graphics and digital media design.

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.

Assessment Task	Details		Weight
Typography Studio	Project 1	30%	50%
	Project 2	35%	
	Project 3	35%	
Motion Graphics	Video Production	50%	50%
	User Experience	50%	

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

Nil

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.
4. Critically evaluate the relationship between theory and practice.
5. Critique works of design and articulate these analyses in both spoken and written form.

Assessment

Assessment Task	Details		Weight
Class Presentation & Short Essay – Design Analysis	10 min presentation + discussion	5%	30%
	1,000 words	25%	
Class Presentation & Research Essay Draft	10 min presentation + discussion	5%	20%
	1,500 words	15%	
Research Essay	2,500 words		50%

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 illustration 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 projects, encouraging experimentation and skill development by using a range of materials and equipment.

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 design;
10. Understand and apply the occupational health and safety requirements of this unit.

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Assessments

Illustration 100% overall:

Assessment Task	Details	Weight
Project 1	Cutting Edge	20%
Project 2	Talking Heads	20%
Project 3	Telling Tales	20%
Project 4	Packaged Up	20%
Project 5	Myki To Melbourne	20%

MCD5190 - Architecture Communication 1

Description

The aim of this unit is for students 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.
6. Understand and be able to apply the rules of occupational health and safety appropriate to the unit of study.

Assessments

Architecture Communication 1: 100% overall

ASSESSMENT TASK	DETAILS	WEIGHT
Project 1	Orthographic drawing 1	10%
Project 2	Orthographic drawing 2	10%
Project 3	Pictorial drawing	20%
Project 4	ACAD Task	20%
Project 5	Combined Task	30%
Project 6	Digital Portfolio	10%

MCD5210 Collaborative Design Studio 1

Description

Collaborative Design is a journey of discovery that introduces students to design ideas; design challenges; design methods; and design colleagues. The unit builds a design community where students learn from industry professionals, academics, the library, online resources and importantly, each other.

This unit allows students to experience the breadth of each discipline specialisation—be it communication, industrial or spatial design—by bringing them together in a system that both respects their unique qualities and acknowledges their shared ambitions; designers need to be collaborative.

During the trimester, students will experience why design must embrace all these ‘collaborations’, and ask serious questions, such as; how might design contribute meaningfully to people’s lives? How does it influence our engagement with the places that we call home, cities or nations? And, how might the things we put into the world make it better not more cluttered?

Over the semester students will immerse themselves in a range of projects designed to open up their practice, and enrich it with the strengths of many disciplines as they decide on a pathway. Vital to each specialisation is a core of shared understandings and processes: making is thinking, mistakes are learning, and optimism.

The various projects will allow students to explore processes that help navigate the complexities of any design challenge; and demonstrate the multitude of unique solutions that design can offer to meet them.

In small teams students will design aspects that contribute to experiences. This may involve the design and preparation of spaces, products, and communication items such as invitations, and services. Discipline specific and interdisciplinary teams will span.

- **Collaborative Design**

Students will learn how to operate in agile environments and build broader skills in leadership and project planning. This space requires a hybrid approach, taking elements from each of the design specialisations.

- **Industrial Design**

Students will build a greater understanding of materials, manufacturing and look at how people use products that improve society, enrich our culture and contribute to the making of a social experience.

- **Communication Design**

Students will explore how communication can be influenced through the creative process; e.g., branding, packaging, signage, and publication design, and more.

- **Spatial Design**

Students will consider how the spatial arrangement can foster deep connections and social cohesion, and explore how spatial elements effect aesthetics, mood and function.

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. Understand the purpose of design beyond the aesthetic and the economic.
2. Understand how each discipline—Communication, Industrial, and Spatial Design—contributes to a singular and multiplicity of experiences.
3. Understand and design with empathy, for people and with people.
4. Understand inclusion and diversity in establishing a sense of community.
5. Understand the close relationships between people, places and things as a key skill in the practice of design.
6. Cultivate a collaborative working relationship with peers.
7. Develop skills in collaboration, project planning, and time management.
8. Transform observations and ideas into design using a process-based approach; new ways of thinking/ practicing through exploration, concept development, prototyping, documenting, refinement, presenting/ critique.
9. Understand making skills— materials, processes and technology—as embedded into the design journey.
10. Develop skills in; Adobe Illustrator, InDesign, and Photoshop; basic hand-tools, laser cutting/ etching; 3D printing; digital 3D CAD; media capture and output, video editing/ screening; sketch/ soft modelling, and analogue techniques.
11. Acquire technical skills, and observe and comply with occupational, health, and safety (OH&S) appropriate for the use of the workshop facilities.

Assessment

Collaborative Design is 100% mixed mode progressive assessment by a series of assignments.

Assessment task	Details	Weight
1	Connecting: people, place & things.	5%
2	Performing people.	35%
3	Celebrating: people, place & things.	5%
4	Making place.	35%

MCD5220 – Industrial Design Studio 2

Description

The aim of this unit is to understand and develop students' understanding and practical skills regarding the relationship between production and manufacture. The studio takes students through a number of key studio based explorations that underpin and develop an understanding of the inter-relationship between a desired physical outcome and the manner of its production. This includes an appreciation of the core principles of manufacture methods and the impact upon the design of an object due to materiality. Students are encouraged to apply theoretical learning with an experimental approach to problem solving. Project work is presented in folio format, documented for production. Final design proposals are also undertaken in detailed model or prototypical form where appropriate.

Prerequisites

MCD5210 Collaborative Design Studio 1

Learning Outcomes

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

1. De-construct existing objects and products with intent of re-purposing them by understanding their making.
2. Design objects to meet certain physical criteria through the manipulation and exploitation of industrial multiple production processes.
3. Appreciate the practical and theoretical nature of industrial design, in particular the intimate relationship between rational processes and inspirational factors in design.
4. Identify, analyse, and interpret the general characteristics of design tasks.
5. Observe and employ occupational health and safety appropriate to studio practice.

Assessments

Assessment Task	Details	Weight
Assessment 1	Maker Lab: Part 1	20%
Assessment 2	Maker Lab: Part 2	30%
Assessment 3	Beautifully Useful	40%
Assessment 4	Materials and Manufacturing	10%

An overall mark of 50% is required 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.

In the first module students will focus on the social, cultural and physical contexts of spatial design practice. In the second module the projects will focus 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

ASSESSMENT TASK	DETAILS	WEIGHT
Assessment 1	Observation and Representation	30%
Assessment 2	Material Values for Spatial Practice	50%
Assessment 3	Folio	20%

An overall mark of 50% is required to pass this unit.

MCD5240 – Product Drawing**Description**

This unit covers an advanced practice of combining techniques and media, as well as experimental methods; introduction to framing of the subject; selection of the most appropriate view; combination of views; development of background treatment; and composition of pictorial settings for products.

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

Assessment Task	Weight
Assessment 1	30%
Assessment 2	40%
Assessment 3	30%

An overall mark of 50% is required to pass this unit.