



Aims

Design studies aims to introduce students to fundamental concepts in design by developing students' understanding of basic design principles and processes to analyse and develop creative and innovative solutions in various design contexts.

The course facilitates a deeper understanding and awareness of how and why design works, and how it may affect and influence both the designer and the end user/s.

Students develop visualisation skills and learn how to effectively communicate ideas, intentions and purposes to specific audiences through various visual media forms. This subject aims to achieve these goals by exposing students to a variety of challenging design projects set in 'real world' contexts.

Transferable skills and vocational competencies are developed through multi-modal forms of communication, problem solving, critical thinking skills, and analysis and evaluation of students' own work and that of other designers and architects.

The course aims to equip students with a general understanding of Architecture and Urban Design to facilitate student transition into the first year of the Bachelor of Architectural Design at The University of Adelaide.

Learning outcomes

After successfully completing this subject students should be able to:

- > Use specific design skills and processes to visualise and construct design creations in the area of architecture and graphic presentation
- > Generate ideas and develop creative design solutions for specific users
- > Communicate ideas and concepts through various modes of communication
- > Understand the importance of sustainability within architecture and urban design
- > Research and present information to specific audiences through visual, oral and written communication
- > Appreciate that design has social implications and responsibilities that are underpinned by a community's values, beliefs and behaviours

Prerequisites and assumed knowledge

There are no prerequisites or assumed knowledge for this subject.

Subject content

Week	Topic and assessment schedule
1	Orientation week
2	Design, creativity and the design process
3	What is creativity?
4	Introduction to CORELDRAWX6 Why do we design?
5	Elements and principles of design
6	Presenting ideas in design
8	Applying the elements and principles of design - business card design Research Project 1 Introduction
8	Applying the elements and principles of design - poster design
9	Research Project 1 Work-in-progress
10 – 16	Design Project 1
11 – 16	Research Project 1 Presentations
17 – 18	Exams (No exams for this subject)
19	Design Studio Project Presentations
20	Design Activities & Excursions
Break	
28 – 34	Design Project 3
31 – 34	Research Project 2 Presentations
35	Design Project 3 Presentations
35 – 37	Design Studies Folio
35 – 36	College Folio
36 – 37	Swot vac
37 – 38	Exams (no exams for this subject)
39	Graduation and transcript collection
40	End of course



Assessment

General weightings for each assessment item are outlined below

Assessment item	Weighting	Due dates
Visual Diary Assessment	17.5%	Week 10
Drawing Folio	7.5%	Week 16
Research Project 1	5%	Weeks 11 – 15
Design Project 1	17.5%	Week 16
Design Project 2	17.5%	Week 26
Research Project 2	5%	Weeks 23 – 32
Design Project 3	20%	Week 34
Design Studies Folio	5%	Week 37
Homework & Participation	5%	Continuous