

Module Title:	Dissertation & Master's Design Practice	Level:	7	Credit Value:	60
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Module code:	ART716	Is this a new module?	YES	Code of module being replaced:	ART710
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Cost Centre:	QAAA	JACS3 code:	W210, W220, W230
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Trimester(s) in which to be offered:	3	With effect from:	September 2016
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School:	Creative Arts	Module Leader:	Y. Williams
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Scheduled learning and teaching hours	60 hrs
Guided independent study	540 hrs
Placement	0 hrs
Module duration (total hours)	600 hrs

Programme(s) in which to be offered	Core	Option
MA Design Practice	✓	

Pre-requisites
The Research Methods and Applications module in Part 1 must be passed in order to progress to the dissertation module.

Office use only

Initial approval September 16

APSC approval of modification

Have any derogations received SQC approval?

Version 1

No

Module Aims

The module aims to:

- Develop creative solutions for problem solving based on critical evaluation and reflective practice.
- Build knowledge through academic research and reflective practice.
- Extend innovative design by calculating and managing creative risks.
- Reward professional values and autonomous learning.

Intended Learning Outcomes

Key skills for employability

- KS1 Written, oral and media communication skills
 KS2 Leadership, team working and networking skills
 KS3 Opportunity, creativity and problem solving skills
 KS4 Information technology skills and digital literacy
 KS5 Information management skills
 KS6 Research skills
 KS7 Intercultural and sustainability skills
 KS8 Career management skills
 KS9 Learning to learn (managing personal and professional development, self-management)
 KS10 Numeracy

At the end of this module, students will be able to

Key Skills

At the end of this module, students will be able to		Key Skills	
1	Identify and critically discuss the influences at work within design practice.	KS1	
		KS6	
		KS2	
2	Analyse the developmental elements of the design process to inform a strategic approach to problem solving.	KS8	
3	Critically evaluate the development of design practice in relation to the dissertation topic.	KS1	
		KS6	
4	Reflect on the influence of own values, beliefs and assumptions and their impact on studio and workshop, in the context of providing a personal and individualistic approach to design practice.	KS8	
		KS9	
5	Extend and apply their knowledge, understanding and research methods to inform the design process.	KS4	

Transferable/key skills and other attributes

Derogations

None

Assessment:

Studio practice is required to show the application of skills and intelligence through a subject discipline resulting in an output. The output must be evidence based (prototypes, products or images, video, layouts, installation, design sheets and material tests, etc.) and documented through its development from inception, influences and a record of outputs.

The Dissertation is a body of work evidenced through research materials, collation, rationalisation and interpretation, resulting in a body of communicable knowledge and opinion which may take the form of an entirely written work or a part written work with presentation, video or sound production, catalogue or themed compendium, where an evident link to the studio practice is established.

Additionally, the student's knowledge and learning will be explored by a short viva voce as part of the assessment.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	3, 4, 5	Studio Practice	70%		
2	1, 2	Dissertation	30%		5000

Learning and Teaching Strategies:

The student will engage with a self-directed programme of study supported by the introductory module seminar, workshops about learning contracts, group tutorials, student and tutor-led seminars and critiques.

The student will be expected to submit the dissertation over three stages of development, initial planning, literature review and draft submission. The dissertation supervisor will offer guidance and constructive criticism.

The practical work will also be seen in three stages of development; preliminary development, practical development and exhibition stage. Formative guidance will be available from the academic staff at assessment points and in the development of learning contracts.

Syllabus outline:

The student will be expected to develop a project to consolidate experiences gathered in their subject discipline. The student group will hear the proposals from one another and consider the proposal against the learning outcomes for this module. A presentation will set out the

requirements for dissertation writing. Students will also look at managing time effectively through the introduction of learning contracts and Gantt Charts.
The practical works will be made available for display and presented accordingly. The student will be asked to evaluate the project.

Bibliography:

Essential reading

Dissertation Reading

Berry, R. (2013) *The Research Project: How to Write It* Routledge 5th edition

Gray, C. and Malins, J. (2004) *Visualizing Research: a guide to the research process in Art and Design*, Ashgate & available online at:

http://www.upv.es/laboluz/master/seminario/textos/Visualizing_Research.pdf

Murray, R. (2011) *How to Write a Thesis*, OU Press

Rose, G. (2007) *Visual Methodologies: An Introduction to Interpreting Visual Objects*, Sage Publications Ltd & online at:

http://www.colorado.edu/geography/class_homepages/geog_4892_sum11/geog4892_sum11/materials_files/Rose%20Visual%20Methodologies%20Chpt1+8.pdf

Rudestam, K.E. (2015) *Surviving Your Dissertation* Sage Publishing 4th edition

Sullivan, G. (2010) *Art Practice as Research: Inquiry in the Visual Arts*, Sage Publication

Tonfoni, G. 2005 *Writing as a Visual Art*, Bristol: Intellect

Subject Reading:

Dunne, Anthony and Raby, Fiona, (2001) *Design noir : the secret life of electronic objects*, London, Birkhauser

Flusser, Vilem, (1999) *The shape of things : a philosophy of design*, London, Reaktion Books

Other indicative reading

Busch, Akiko, (2005) *The uncommon life of common objects : essays on design and the everyday*, Metropolis Books

Chapman, Jonathan (2007) *Designers, visionaries and other stories : a collection of essays on sustainable design*, London

Crowley, David and Pavitt, Jane (2008) *Cold War modern : design 1945-1970*, V&A Publishing

Edward, S. & Woods, P. (Eds.) (2004) *Art of the Avant-Gardes* New Haven/Yale University/OU

Frascina, F & Harris, J (Ed) (1991), *Art in Modern Culture: An Anthology of Critical Texts*. OU Press

Furniss M. *Art in Motion: Animation Aesthetics*. John Libbey

Grau, O. (2003) *Virtual Art: From Illusion to Immersion*, The MIT Press

Hanson, M. (2004) *The End of Celluloid: Film Futures in the Digital Age*, RotoVision

Krzywinska, T. (Ed), King, G. (Ed) (2002) *Screen Play: Cinema/videogames/interfaces*. Wallflower Press

Oei, L and De Kegel, C 2002 *The elements of design : rediscovering colours, textures, forms and shapes* Thames and Hudson

Opie, I. (2001) *The Lore and Language of School children*, NYRB Classic

Salisbury, M. (2004) *Illustrating Children's Books* AC &Black