Module specification

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Module Code	ARD634
Module Title	Research Project
Level	6
Credit value	20
Faculty	FAST
HECoS Code	100048 - Design
Cost Code	GDAC

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BA (Hons) Animation	Core
BA (Hons) Comics	Core
BA (Hons) Graphic Design	Core
BA (Hons) Illustration	Core

Pre-requisites

N/A

Breakdown of module hours

Learning and teaching hours	6 hrs
Placement tutor support	0 hrs
Supervised learning e.g., practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	18 hrs
Total active learning and teaching hours	24 hrs
Placement / work-based learning	0 hrs
Guided independent study	176 hrs
Module duration (total hours)	200 hrs

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Initial approval date	16/05/2022
With effect from date	September 2024
Date and details of revision	
Version number	1

Module aims

This module aims to focus on research based on a practical application. Students will be introduced to research through a practical approach to research aims, questions, literature review, methodology, and the reflective practice process as well as critically reviewing their research information and output.

The students will use a hands-on approach to learn various methods of research based on their subject specialism, especially media, design, and social research. The students will define their research through strategy, data collection, and critical analysis, concluding on their research findings and evaluating the reliability of the results.

The module also aims to achieve the following:

- Introduce students to advanced research principles, approaches, and the philosophical background underpinning academic research.
- Enable students to clearly define a research hypothesis, questions, and associated assumptions.
- Enable the development of a suitable research strategy, approach, and methodology considering the nature of the research topic.
- Enable students to critically reflect, record and present on the research conducted.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Form a research question to address a design-based problem and professionally pitch the initial project plan.
2	Apply research principles, strategy, and process, within a chosen discipline.
3	Compile a literature review based on a research topic.
4	Build a coherent research methodology suitable for a research topic.
5	Critically analyse a research output and professionally present the results.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

The assessment for this module will be in 2 parts and links directly to the specialist project module (for Animation, Illustration, Comics or Graphic Design):

1. An initial project pitch outlining a design problem that the students intend to address through research and physical/digital project output as part of the specialist project module.
2. A written academic report of 2500 words, that provides extended details of the specialist project module. The report should reflect a clear understanding of the research principles and the application within the field research conducted as part of the specialist project module.

Alternative methods of assessment will be made available for the first part of the assessment if required, such as research posters, pre-recorded presentations, etc. The students will have the opportunity to negotiate a suitable assessment deliverable with the delivery team.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1	Presentation	20
2	2,3,4,5	Portfolio	80

Derogations

None

Learning and Teaching Strategies

The student will engage in a series of lectures to introduce the theoretical and practical knowledge related to research. These lectures will be associated with practical research classes and workshops.

The students are expected to introduce a research idea which will be developed during the module and conducted based on guided independent study practice. Which will involve supervision and guidance from the lecturers as formative assessment.

The final submission of the module will be the results of the research idea developed during the semester. The outcome will be a visualised presentation and written report, or an alternative output negotiated with the module delivery team.

The outcome of this module has the potential to display a research paper and project output at a symposium or academic conference.

This module will also follow the *ALF (Active Learning Framework*) guidelines, which will include alternative methods of assessment and a blended approach to delivery, with some theory and software sessions being delivered online (depending on requirements and student experience).

Indicative Syllabus Outline

The summary of the syllabus outline includes the following key topics:

- Research in art, design, and media
- Research ethics and regulations (i.e., GDPR regulations)

- Critical and reflective practice
- Background on research philosophy
- Different research approaches
- Developing research aims and questions
- Literature review
- Research methods and strategies
- Visual and field research
- Collecting and analysing data
- Validating and reflecting on findings

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads
Clark, V. L. P. and Ivankova, N. V. (2015), *Mixed methods research: A guide to the field* (Vol. 3). Sage publications.

Other indicative reading

Denscombe, M. (2017), *The Good Research Guide: For Small-Scale Social Research Projects*. McGraw-Hill Education.

Design Kit, IDEO. org. (2016), *The Field Guide to Human-Centered Design*. IDEO. Org.

Leavy, P. (2017), Research design: Quantitative, qualitative, mixed methods, arts-based, and community-based participatory research approaches.

Laurel, B. (2003), Design *research: Methods and perspectives*. MIT press.

Marion, J. S. and Crowder, J. W. (2013), *Visual research: A concise introduction to thinking visually*. A&C Black.

O'leary, Z. (2017), *The essential guide to doing your research project*. Sage.

Schon, D. A. (1979), *The reflective practitioner*. New York.

Kara, H. (2020), *Creative research methods: A practical guide.* Policy Press.

Employability skills – the Glyndŵr Graduate

Each module and programme are designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes
Engaged
Creative
Ethical

Key Attitudes
Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication