

## Module Specification

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Module Code	ENG7A2
Module Title	Innovative Design Project
Level	Level 7
Credit value	60
Faculty	FAST
HECoS Code	100182
Cost Code	GAME

### Programmes in which module to be offered

Programme title	Is the module core or option for this programme
MSc Innovative Design MSc Innovative Design with Advanced Practice	Core

### Pre-requisites

None

### Breakdown of module hours

Learning and teaching hours	2 hr
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
<b>Total active learning and teaching hours</b>	<b>20 hrs</b>
Placement / work-based learning	0 hrs
Guided independent study	580 hrs
<b>Module duration (total hours)</b>	<b>600 hrs</b>

For office use only	
Initial approval date	Aug 2022
With effect from date	Sep 2022
Date and details of revision	
Version number	1

## Module aims

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- To enable the students to demonstrate their competence by planning, conducting research and completing and submitting a written project report accompanied with a product presentation under appropriate supervision and guidance.
- To develop the students with the skills on critical evaluation of current research work in the areas of study.
- To conduct the development and intensive exploration of an area of personal interest and enthusiasm related to the programmes of study using the in-depth knowledge acquired in the other modules of the programme.
- To prepare students for employment and undertaking research in the respective areas of Design Engineering, Innovation Design, Human-Centred Design and Ergonomics, Industrial Design, Social Innovation, Process Management, Design Thinking, and Digital Design.

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

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1	Define and justify the viability of a precise design project in the light of present state of the art technological advances and current research in the subject area.
2	Demonstrate the ability in applying deep knowledge and research principles to theoretical and practical problems in the project related to the programme of study.
3	Demonstrate awareness of the technological advances in the area of study and innovative use of new methods and techniques in solving critical problems in the design project.
4	Self-manage time and other resources in the preparation and completion of an extensive design project, including the adaptation of original research plans.
5	Communicate research output in a professional manner in writing.

## Assessment

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### 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.

Assessment will be by means of an informal progress review and the submission of the final project report together with a final presentation and a viva. The informal progress review, two months into the project for full time students and four months after the start of the project for part time students, constitutes an important milestone to check progress, provide feedback and allow students to alter the project plan accordingly if needed.

**Assessment One:** ALL students will complete a 30-minute presentation and oral examination based upon defence of their innovative design project. It is expected that this is conducted face-to-face but could be arranged via an online conference (such as Zoom or MS Teams) where appropriate. Assessment One is an oral assessment (30 min) and represents 80% of the overall mark.

**Assessment Two:** A written project report which assesses all learning outcomes of the module. Assessment Two is a written project report (2500 words) and represents 20% of the overall mark.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	5	Oral Assessment	80%
2	1-4	Dissertation/Project	20%

## Derogations

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None

## Learning and Teaching Strategies

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Students will be guided towards an appropriate research design topic aligned to the enrolled programme during the delivery of the Design Thinking and Strategic Innovation module or at the beginning of this module. This may be a current research topic of a member of staff, a topic suggested by industry or a topic of particular interest to a student or his or her employer or sponsor. Where practical, students may apply relevant learning to their workplace through applied projects and utilising real-world examples within their research.

An informal research progress review, covering the progress and plans for completion of project work, takes place two months after the start of the project for full-time students and four months for part-time students. The progress review is organised by the project supervisor, who provides feedback on progress and advice on the future course of action for the timely successful completion of the project.

Regular timetabled meetings will be held between students and supervisors to discuss the development and progress of the design project. The completed project report will normally be submitted at the end of the 12-month study period from the start of the MSc course for full time mode or at the end of the study period for the part time students. In conjunction with the submission of the project report, a final presentation will be organised which focuses on how the students work on the programme, and particularly the design project, would benefit the respective industry.

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**

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Supervised independent work leading to the submission of a project report of 5,000 words based on innovative research and development work conducted with an awareness of current scholarship.

## **Indicative Bibliography:**

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### **Essential Reads**

J.W. Creswell, *Research design: qualitative, quantitative, and mixed methods approaches*. 2<sup>nd</sup> ed. Thousand Oaks, Calif: Sage Publications, 2003.

### **Other indicative reading**

N. J. Salkind, *Exploring Research*. 9<sup>th</sup> ed. Harlow, England: Pearson, 2018.

L. Blaxter, et al., *How to Research*. 4<sup>th</sup> ed. Maidenhead: McGraw-Hill/Open University Press, 2010.

P. Cryer, *The research student's guide to success*. 3<sup>rd</sup> ed. Maidenhead: McGraw-Hill/Open University Press, 2006.

I. K. Koskinen, *Design research through practice from the lab, field, and showroom*. Waltham, Mass: Morgan Kaufmann, 2011.

B. Laurel, *Design research: methods and perspectives*. Cambridge, Mass: MIT Press, 2003.

Plus, various others to be signposted on Moodle.

## **Employability skills – the Glyndŵr Graduate**

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Each module and programme is 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  
Enterprising  
Creative  
Ethical

### **Key Attitudes**

Commitment  
Curiosity  
Resilience  
Confidence  
Adaptability

### **Practical Skillsets**

Digital Fluency  
Organisation

Critical Thinking  
Emotional Intelligence  
Communication