DISCLAIMER: Naive assessment undertaken by Chris.Browne@anu.edu.au based on information available on P&C. Errors, oversights, misunderstandings are likely my own.

# **DESN3011 Design Studio: Engagement and Collaboration**

https://programsandcourses.anu.edu.au/course/DESN3011

Prerequisite structure Open to students with relevant backgrounds Prerequisite units Completed minimum of 96 units

TD Skills: Do students develop transdisciplinary problem-solving skills through this course?

# **Highly likely**

Students are genuinely scaffolded to learn and develop appropriate transdisciplinary problemsolving skills associated with the graduate attribute

### For example

Description: [Change-oriented] This course provides a platform for transdisciplinary problem solving and engagement with clients, industry, and the general public. LO: [Change-oriented] employ design knowledge in transdisciplinary problem solving across authentic industry projects LO: [Interactive] engage collaboratively with clients, industry, the public, and peers as an informed and ethical practitioner

TD Skills: Do students meaningfully collaborate across disciplinary/area difference through this course?

# Likely

Students intentionally collaborating with experts from diverse disciplinary difference towards a shared understanding of a given problem and exploration of points of difference

### For example

Description: It requires students to extend their design knowledge and skills through projects requiring demonstration and application of critical thinking, collaboration, adaptability, ethical practice, and professional conduct.

TD Context: How is the transdisciplinary problem-solving experience situated with respect to broader contexts?

## **Somewhat Likely**

Students explore big-picture problems, ideas and broader contexts in relation to a discipline/area

#### For example

LO: articulate design problems and develop innovative design solutions through creative practice;