



Material, Processes and Drawing
2021–2022
Programme specification

Information Office



1. General information

Awarding institute	Licensed under Creative Commons
Program name	Material Processes and Drawing
Award	Certificate
Program duration	15 hours
Total UK credits	1.5
Mode of study	Part time

2. Program philosophy

Materials, Processes and Drawing aims to introduce students to the practice of being a designer through guided independent study. Using embedded technical skills rather than specialisation learning, this course is a great choice for foundation students or school leavers to express themselves creatively and produce a piece of work that has purpose—either for themselves or someone else.

Educational aims and learning outcomes of the program

Your course is free of charge, and will always be, because we want to help you develop a career.

This short course is equivalent to one unit of learning, either on a UK foundation course, IB diploma program, or equivalent. You do not necessarily need to have any prior knowledge of what design is, or what design does. The final outcome of your work can be used as an example of portfolio for you to start your journey in design with the fundamental principles of design skills and methods in place.

Ability	Intellectual engagement
A1	Demonstrate design discourse through critical engagement and self-reflection.

Ability	Technical skills
B1	Demonstrate a competency in materials, processes, drawing and techniques aligned to those in design higher education and industry.

Ability	Professional development
C1	Demonstrate a commitment to excellence throughout the learning experience.

3. What will I learn?

You will receive ‘the brief’ in your first learning unit and develop your design skills through making and doing various assignments with materials that are readily available locally. There are a few other basic materials you will also need to gather

for this project; a small sketchbook, a few drawing pens and pencils, some scissors, and glue.

Each week you will be asked to reflect on your learning in your sketchbook, either with drawings or writing, or mixed media journaling. This process of learning is constructively aligned to a first unit, first year higher education design module, and the professional practice of design, using ‘the crit’ to discuss work in progress. The outcome of this is to prepare you to apply for a degree or prepare for employment as a junior designer.

4. Curriculum Summary

Module title:	Insight Development		
Common Basic Framework Tier	1		
Credits:	0.3	FHEQ Level:	4
Study hours:	3	Contact hours:	0

Unit title	Unit code
Materials, processes and drawing inquiry	MPD-T1-ID-D1
Individual project	MPD-T1-P1
Personal development plan (PDP)	MPD-T1-ID-SM1
Researching, recording and responding	MPD-T1-ID-D2
Individual project	MPD-T1-P2
Using reference material	MPD-T1-ID-SM1

Module title:	Experience and Imagination		
Common Basic Framework Tier	1		
Credits:	0.3	FHEQ Level:	4
Study hours:	3	Contact hours:	0

Unit title	Unit code
Design principles I: What design can do, what design should do	MPD-T1-EI-D1
Capstone project	MPD-T1-P3
Design principles II: Drawing and making techniques	MPD-T1-EI-D2
Art, design and craft	MPD-T1-EI-SM2

Module title:	Prototyping and Modelling		
Common Basic Framework Tier	1		
Credits:	0.3	FHEQ Level:	4
Study hours:	3	Contact hours:	0

Unit title	Unit code
Modelling and prototyping principles	MPD-T1-PM-D1
Iteration processes	MPD-T1-PM-SM1
Critical engagement and evaluation	MPD-T1-PM-D2
Designing for a non-design audience	MPD-T1-PM-SM2

Module title:	Value Creation		
Common Basic Framework Tier	2		
Credits:	0.15	FHEQ Level:	4
Study hours:	1.5	Contact hours:	0

Unit title	Unit code
Preparation and progression to higher education	MPD-T2-VC-D1
Aesthetics and function	MPD-T2-VC-SM1

Module title:	Leadership and Negotiation		
Common Basic Framework Tier	2		
Credits:	0.3	FHEQ Level:	4
Study hours:	3	Contact hours:	0

Unit title	Unit code
Preparing a portfolio of work	MPD-T2-LN-D1
Creative industry pathways	MPD-T2-IE-SM1
Communicating your work to a design audience	MPD-T2-LN-D2
What to expect at an interview	MPD-T2-LN-SM2

Module title:	Innovation and Entrepreneurship		
Common Basic Framework Tier	2		
Credits:	0.15	FHEQ Level:	4
Study hours:	1.5	Contact hours:	0

Unit title	Unit code
Launchpad to further projects	MPD-T2-IE-D1
Course reflection and feedback	MPD-T2-IE-SM1

5. How will I learn?

Materials, Process and Drawing is a 1.5-credit program with 15 hours of notional self-guided study. We have developed an approach to blended learning from leading universities in the UK that delivers the highest quality design education through our online learning management system, and practice based making and doing skills.

There are lectures, discussions with your tutors and classmates to get their perspectives, and practise-based design activities to develop your design skills and help you understand the learning outcomes. You access everything through an easy to use online platform: course content, media rich learning resources.

6. Assessment and feedback

You have five formal (summative) assessment points through the learning units to qualify for your e-certificate of course completion. Further details regarding assessment and feedback including the educational aims will be available to students at the start of the course.

7. Award

A certificate of completion issued by Design School Asia.

8. For Teachers

Material, Processes and Drawing is a sample UK Diploma level 4 learning unit; licensed as Open Course Ware (OCW) under Creative Commons CC BY-SA 3.0. You are free to Share—copy and redistribute the material in any medium or format, and Adapt—remix, transform, and build upon the material for any purpose, even

commercially. The program follows a simple structure to reduce administration; with a teaching and learning methodology that's experiential and constructivist founded on Kolb's learning cycle of abstract conceptualisation, active experimentation, concrete experience and reflective observation. For more information contact information.office@designschool.asia

9. Attribution

DSA would like to thank Khun Wittamon Niwattichai–Thailand's most influential illustrator and printmaker for her ground-breaking work in materials, processes and drawing education. Wittamon inspires hundreds of passionate artists and designers regardless of age or ability to express themselves through drawing and making every year, and continues to be the source of many of the current leading creative studios across South-East Asia. At the same time her illustration practice is in high demand with an enviable international client base queueing up for her astonishing work. To find out more, contact her at Witt Studio on Facebook: <https://www.facebook.com/witti.studio>

Document version control

Purpose/Change	Author	Date
Original document approved.	IO	01/12/2020