



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

Insight Development	Learning Sessions
Common Basic Framework Tier: 1 Credits: 0.3 Study hours: 3 Contact hours: 0	<ol style="list-style-type: none"> 1. Materials, processes and drawing inquiry 2. Project 1 3. Personal development plan (PDP) 4. Researching, recording and responding 5. Project 2 6. Journaling using a sketchbook
Experience and Imagination	Learning Sessions
Common Basic Framework Tier: 1 Credits: 0.3 Study hours: 3 Contact hours: 0	<ol style="list-style-type: none"> 1. Design principles I: What design can do, what design should do 2. Final Project 3. Using reference material 4. Design principles II: Drawing and making techniques 5. Art, design and craft
Prototyping and Modelling	Learning Sessions
Common Basic Framework Tier: 1 Credits: 0.3 Study hours: 3 Contact hours: 0	<ol style="list-style-type: none"> 1. Modelling and prototyping principles 2. Iteration processes 3. Critical engagement and evaluation 4. Designing for a non-design audience

Value Creation	Learning Sessions
Common Basic Framework Tier: 2 Credits: 0.3 Study hours: 3 Contact hours: 0	<ol style="list-style-type: none"> 1. Preparation and progression to higher education 2. Aesthetics and function

Leadership and Negotiation	Learning Sessions
Common Basic Framework Tier: 2 Credits: 0.3 Study hours: 3 Contact hours: 0	<ol style="list-style-type: none"> 3. Preparing a portfolio of work 4. Creative industry pathways 5. Communicating your work to a design audience 6. What to expect at an interview

Innovation and Entrepreneurship	Learning Sessions
Common Basic Framework Tier: 2 Credits: 0.3 Study hours: 3 Contact hours: 0	<ol style="list-style-type: none"> 1. Launchpad to further projects 2. Course reflection and feedback

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>

DSA would also like to thank Khun Dhanyachanok Kusonjai and Khun Pakanun Luppayaporn for their contributing work.

Document version control

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