| Module | Digital Design Tools 1 |
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| **Course code** | CAD-DDT |
| **Credits** | 5 |
| **Important notes** | Available for semester abroad students |
| **Allocation of marks** | 100% Continuous assessment |

## Module aims and objectives

The aim is to enable the learner to develop skill in the use of selected software through experimenting with software through the use of montages, layout and other presentation skills.

The objectives are to introduce the learner to computer operating system, internet and virtual databases and Word and PowerPoint.

## Minimum intended module learning outcomes

On successful completion of this module, the learner will be able to:

1. Use a computer operating system to create and manage files and system commands
2. Demonstrate Bitmap and Vector Graphics editing skills to a basic of proficiency.
3. Create and format files for screen and printing.
4. Demonstrate an understanding of digital design workflow tools for PSD and AI files.
5. Design visual documents for web and print.

## Rationale for inclusion of the module in the programme and its contribution to the overall IPLOs

The module enables the learner to develop skill in the use of selected software through experimenting with software through the use of montages, layout and other presentation skills.

The learning outcomes of this module underpin a lot of the learning to be applied in other modules and so contribute to most of the Intended Programme Learning Outcomes.  The module learning outcomes are aligned with Programme Learning Outcome no: 4, 7 and 9.

## Module content, organisation and structure

The Digital Design Tools 1 module is a 5 ECTS credit module taught and continuously assessed over a 15 week academic semester.  The module is taught over 12 sessions of 3 hour duration by industry experienced tutors.

The Learning Outcomes for this programme have been aligned with the knowledge, skills and competencies indicated as appropriate for Level 6 in these subject areas by the National Framework of Qualifications.  They have been explicitly articulated using the Quality and Qualifications Ireland

(QQI) Awards Standards for Art and Design.  Credit points and a credit level are appropriate to the module's content and learning outcomes are chosen in accordance with the overall requirements of the award.

Tutorials are lab-based and are used to develop the learner's visual expression in a creative and innovative fashion.  Learners experiment with different media and the practical work in PC labs are interactive and allow the learner to apply what has been learned.  Each session incorporates tutor-led demonstration of software applications.

The lectures and tutorials relate to topics outlined in the module curriculum, directing learner effort and incorporating design theory.

The topical lectures and tutorials are a mix between passive and participatory teaching methods and involve promotion and enhancement of self-directed learning.

## Module physical resource requirements

Requirements are for a fully equipped PC lab for 60 learners.  The PC lab is equipped with a PC (to include adobe, Microsoft office, Photoshop, InDesign, Autodesk, Sketch Up and Revit).  The Software required for this module are Autodesk, Sketch Up and Revit.  The PC lab is available to learners outside of contact teaching hours, to facilitate group assignment tasks and support peer to peer learning.

Moodle, the College VLE, can be accessed in the learner's home, various open labs on campus and in the library.  The College library has a dedicated design section with a variety of books available to the learners.

## Reading lists and other information resources

**Recommended Reading:**

- Judge, A. (2015).  'From Photos to Art with Photoshop: An Illustrated Guidebook, Volume 1, CreateSpace'. Independent Publishing Platform
- Krause, J. (2004).  'Design basics index: a graphic designer's guide to designing effective compositions, selecting dynamic components and developing creative concepts'.  How Design Books
- Tondreau.  B. (2011).  'Layout Essentials: 100 Design Principles for Using Grids (Design Essentials)'. 1st Edition. Rockport Publishers

**Secondary Reading**

- Lupton, E.  And Cole P.  J. (2015).  'Graphic Design: The New Basics: Second Edition, Revised and Expanded, Princeton Architectural Press
- Wright, S. (2011).  'Compositing Visual Effects: Essentials for the Aspiring Artist'. 2nd Edition. Focal Press: London
- Ching, F.  D.K. (2015).  Architectural graphics 6th Edition.  Wiley

- Graham, L. (2005). 'Basics of design: Layout and typography for beginners'. 2nd edition. Course Technology

## Specifications for module staffing requirements

Each instance of the module is delivered by a lecturer qualified to at least BA in Graphic Design (Honours) or equivalent, and with a relevant third level teaching qualification (e.g. Certificate in Training and Education). Industry experience would be a benefit but is not a requirement.

## Module Assessment Strategy

The assessment is based on Continuous Assessment (100%). The assignments constitute the overall grade achieved, and are based on each individual learner's work.

The continuous assessments provide for ongoing feedback to the learner and relates to the module curriculum.

In-class projects will be specific as learning exercises and give learners the opportunity to learn via experimentation. The subject is assessed through the submission of one (1) assignment (100%), Photoshop & Illustrator (weighting 100%).