Singape

Learn for Life

GRAP2250 STUDIO 4 COMMUNICATION DESIGN

This design studio provides an advanced level of engagement in communication design. It represents the transition towards becoming an emerging creative practitioner.

At this level you will be expected to develop your position in relation to contemporary practice and the creative industries, framed by a sound knowledge of the place of communication design in society. An emphasis on global practice and design innovation is part of the focus of thisstudio.

You will be able to choose from a range of Studio projects; framed by themes of Communication Design Craft, Strategy and Futures. Details of each project are set out in the individual studio guides. During your programme of study you will have the opportunity to select studio options from each of these programme themes.

You will work with students from 3D and 10 a

GRAP2263 EXTENDING COMMUNICATION DESIGN EXPERTISE

This course is designed to give you the opportunity to extend your expertise in a field of communication design, such as illustration, book as object, packaging, typography, web and mobile development, event design and experimental practices.

Through projects, presentations and coursework you will develop concepts and skills to compliment Communication Design Studios. You are encouraged to push the boundaries of design, take risks and experiment with different techniques and materials.

There is an emphasis on technique and making in this course. The works you produce will demonstrate a high level of crafting and attention to detail.

GRAP2633 COMMUNICATION DESIGN CAPSTONE PROJECT

This capstone course requires you to define and demonstrate your own design practice to a professional standard.

As a capstone experience it is designed to enable you to synthesise and integrate knowledge, connect theory and practice as well as demonstrate holistic achievement of programme learning outcomes.

You will identify the area within the design community/industry that is most relevant to your practice. This forms a context for your proposition: 'What I bring to design practice/what design gives me'.

From this experience you will design and produce a design profile made up of your ideas about your

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