

Course Title: **Design Innovation**

Course Code: **DESN811**

Descriptor Start Date: **01/01/2021**

POINTS: **15.00**

LEVEL: **8**

PREREQUISITE/S: **None**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Evaluate and analyse design approaches that are solution focused, and action oriented. Explore through design-thinking methods for effective strategy development and organizational change. Critically consider how design practices can lead, manage, create and innovate experiences optimized for human interaction, including the creation of new technology products, services and environments.

LEARNING OUTCOMES

1. Critique key principles and approaches that underpin the relationship between creativity, innovation and design-led businesses.
2. Apply knowledge and skills to design-led leadership and innovation within a product-service-brand context.
3. Engage in sustainable contexts, culturally responsible approaches and ethically aware practices in design-led innovation.

CONTENT

Content will expand on a range of design tools and frameworks to enable students to successfully develop and prototype innovative, responsive systems. Content may include consideration of principles of design thinking, consumer needs, sustainable and ethically aware approaches. Content may also explore the digital economy, new technology and gamification in relation to design-led innovation.

LEARNING & TEACHING STRATEGIES

Disclaimer: Course descriptors may be amended between teaching periods/semesters

Online Delivery, guest professionals, workshops, tutorials, collaborative and cooperative learning environments.

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Strategic Plan/Business Case	100.00	1-3

Grade Map	MAP1
	A+ A A- Pass with Distinction
	B+ B B- Pass with Merit
	C+ C C- Pass
	D Fail

Overall requirement/s to pass the course:

To pass the course, the student must complete the assignment by the due date and gain at least a C- grade.

LEARNING RESOURCES

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For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK1328, Master of Design

Related Programme/s: AK1331
ICE1
INEXCH1
SABRD1

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