

# Diploma of Design

## Course Outline, T2 2021

<b>Campus</b>	Jakarta Campus, Indonesia
<b>Intake</b>	March, July, October
<b>CRICOS</b>	097895J
<b>Course Duration</b>	Standard track (recommended) three trimesters (12 months). Fast track option available to complete two trimesters (8 months).
<b>Teaching Methods</b>	Instruction for all units is classroom-based with four hours of class contact per week are allocated to each unit. Some units have additional practical classes.
<b>Assessment</b>	Assessment for all units is ongoing and continuous - consisting of quizzes, written reflections, case study analysis and practical projects.
<b>Course Structure</b>	Eight units must be completed and passed to be awarded the Diploma
<b>Units</b>	<p><b>CORE: must complete 6 CORE units below</b></p> <ul style="list-style-type: none"> <li>• ACG103 Design Skills</li> <li>• ADD101 Design Thinking</li> <li>• ADD103 Design Skills and Technologies 2</li> <li>• ADV101 Drawing and Illustration</li> <li>• ALM102 Making Video</li> <li>• ALA102 Creative Brand Communication</li> </ul> <p><b>PLUS elective Options (maximum of 2 units below):</b></p> <ul style="list-style-type: none"> <li>• ACC100 Communication in Everyday Life</li> <li>• ALA101 Advertising Principles and Practices</li> <li>• ALR103 Introduction to Public Relations</li> <li>• ALR104 Strategic Communication and Writing</li> <li>• ALJ111 News Reporting 1</li> <li>• ALJ112 News Reporting 2</li> <li>• ALM101 Making Social Media</li> </ul> <p><b><i>PLUS AAI018 Academic Integrity (0 credit point - online)</i></b></p>

<b>Transfer to Deakin University</b>	<p>The following transfer criteria apply:</p> <ul style="list-style-type: none"> <li>You must complete and pass eight Deakin College diploma units.</li> <li>You must achieve the required Weighted Average Mark (WAM) for your Deakin College diploma taking into account all units attempted at Deakin College (required WAM's are included under each Deakin University degree on the following pages).</li> <li>Transfer to some degrees requires specific Deakin College units to be completed in order to receive the appropriate credits (see Deakin University degrees below for core units).</li> </ul>
<b>Study Mode</b>	<ul style="list-style-type: none"> <li>If you are an international student, we recommend you enrol 4 units per trimester in order to meet progression requirements to Deakin University, as outlined in your offer letter.</li> </ul> <p>If you cannot take full-time study load, you must contact Deakin College Jakarta prior to your scheduled enrolment date for a discussion.</p>
<b>Assessments</b>	<ul style="list-style-type: none"> <li>Assessment items are subject to change, please check Unit Outlines for specific assessment detail for individual units each trimester.</li> </ul>

## UNITS OFFERED

UNITS*
<b>CORE UNITS</b>
• <b>ACG103</b> Design Skills+
• <b>ADD101</b> Design Thinking
• <b>ADD103</b> Design Skills and Technologies 2
• <b>ADV101</b> Drawing and Illustration
• <b>ALM102</b> Making Video
• <b>ALA102</b> Creative Brand Communication
• <b>AAI018 Academic Integrity (0 credit point - online)</b>
<b>STREAM/ELECTIVE UNITS</b>
• <b>ACC100</b> Communication in Everyday Life
• <b>ALA101</b> Advertising Principles and Practices
• <b>ALR103</b> Introduction to Public Relations
• <b>ALR104</b> Strategic Communication and Writing
• <b>ALJ111</b> News Reporting 1
• <b>ALJ112</b> News Reporting 2
• <b>ALM101</b> Making Social Media

**\* Not all units are available every trimester**

+ ACG103 Design Skills = ADD102 Design Skills and Tech 1

## Units per trimester (SAMPLE)

Fast Track (Completing In 8 months/2 trimesters)					
1 <sup>st</sup> Trimester of study	CORE UNIT	CORE UNIT	CORE UNIT	ELECTIVE	REQUIRED AAI018 Academic Integrity
2 <sup>nd</sup> Trimester of study	CORE UNIT	CORE UNIT	CORE UNIT	ELECTIVE	

### When I transfer to Deakin University

#### Bachelor of Design (Visual Communication)

Students need to complete six CORE units plus two ELECTIVE options plus compulsory online zero credit point unit.

International Students WAM: **B 50 WF 50**

Australian Students WAM: **B 50 WF 50**

Credits for Transfer: 8

Additional 1st year unit to be taken at Deakin University ADV102 Typography and Publication Design

### Deakin University Campuses and Trimester codes

**B** Melbourne Burwood Campus

**WF** Geelong Waterfront Campus

**T1** Trimester 1 entry   **T2** Trimester 2 entry   **T3** Trimester 3 Entry

NOTE: for Australian students entry is for T1 only. T2 entry is subject to availability of places.

CRICOS Codes:

Bachelor of Design (Visual Communication) (A345) 095257M

## Unit Outlines

**PLEASE ENSURE THAT YOU CHECK THE TRIMESTER 2 2021 UNIT OUTLINES FOR ANY CONTENT AND ASSESSMENT UPDATES AT THE COMMENCEMENT OF THE TRIMESTER.**

### ACC100 Communication in Everyday Life

This unit explores communication theory through practice, using dynamic and creative participatory learning activities to discover how communication theory 'plays' out in everyday life.

Students examine the motivation for and consequences of communication in their daily life, exploring how we communicate changing social norms and use agency to reproduce and redefine things like 'friends', 'work' and what are 'acceptable' modern communication practices. The unit brings communication theory to life by drawing on a range of learning materials – reading text, newspapers, television, web-based resources and film in order to examine how individuals participate in social construction, the process of meaning making and the building of social capital.

**Assessment 1 – Interpretation & digital objects 30%**

**Assessment 2 – Interactive presentation 30%**

**Assessment 3 – Digital Workbook 40%**

### ACG103 Design Skills

This unit introduces students to the digital tools necessary for visual communication design. Students will be introduced to the Adobe imaging suite. Consideration will be given to the theoretical concepts and implications of digital technology as they relate to other art and design processes. Techniques including digital mark making, graphic illustration, design elements and principles, creative thinking and layout explored through practical projects. This unit is a combination of practical skills and theory exploring the design elements and principals.

**Assessment 1 – Design project 30%**

**Assessment 2 – Research project 30%**

**Assessment 3 – Design project 40%**

### ADD101 Design Thinking

This unit will investigate 'design thinking' as a strategic methodology and problem solving process. Taking a multi-discipline, interdisciplinary approach, students will be required to use 'design thinking' as a problem solving process. 'Design thinking' methods will require students to adopt a human-centered approach to innovation that draws on their skills to integrate the needs of people, the possibilities of technology, and the requirements of business and society as a whole. Students will work individually and in workshop teams, the final assessments will be a combination of research and practice outcomes. Students will use 'Design thinking' methods to address a 'wicked problem'.

**Assessment 1 - Research Essay 30%**

**Assessment 2 - Collaborative Workshop 30%**

**Assessment 3 - Final Report of Process 40%**

## **ADD103 Design Skills and Technologies 2**

This unit introduces students to the tools necessary to create digital and physical interfaces for human interaction. This is achieved through a combination of practical skills and research exploring interaction design, prototyping and creative thinking. Students will be introduced to vector graphic and 3D design software, following an idea from sketch to functional prototype. Practical and research projects will require students to: understand user interface, create a graphic user interface (GUI), build basic shapes in 3D, and prepare an object for rapid prototyping (3D printing).

**Assessment 1 - Practical Project 30%**

**Assessment 2 - Research Presentation 30%**

**Assessment 3 - Practical Project 40%**

## **ADV101 Drawing and Illustration**

Drawing skills and the speed in which you get ideas on the page, are still essential skills regardless of the broad digital environment. Conceptualising and communicating ideas in sketch form, through to having the ability to demonstrate a complex idea quickly and easily, drawing is still a process that is valuable to a design thinker. In this unit, students will think fast and draw fast with work completed in class time. There will be time to choose your best ideas and develop them further as folio pieces but the challenge in this unit will be to conceptualise ideas and put them on paper maximising this most essential communication tool.

**Assessment 1 - Foundational Drawing Skills 30%**

**Assessment 2 - Think fast, draw fast 40%**

**Assessment 3 - Editorial Illustration & Refine 30%**

## **ALA101 Advertising Principles and Practices**

This unit will introduce students to the theory and practice of contemporary advertising by exploring the industry's history and rapidly changing nature in the digital era. The social, ethical and regulatory contexts of advertising are established to encourage students to become reflective future producers or consumers of advertising messages. The strategic imperatives of advertising and notions of effectiveness are examined to build students' abilities to solve communication problems that are commonly faced by private, public and non-for-profit sector clients.

**Assessment 1 – Online quiz 20%**

**Assessment 2 – Group Presentation 30%**

**Assessment 3 – Research and Planning Report 40%**

## **ALA102 Creative Brand Communication**

Students will explore the nexus of creativity and strategy that is fundamental to successful brand communication. They will examine the nature of creativity in the communication industry and practitioner approaches to the creative process. The advertising messages produced by international brands will be analysed to help students prepare for global mobility as future practitioners. Students will be introduced to the key creative roles within communication companies and build the research, planning and ideation skills required of contemporary practitioners.

**Assessment 1 – Advertising Challenge Tasks 20%**

**Assessment 2 – Essay 40%**

**Assessment 3 – Written Project 40%**

### **ALR103 Introduction to Public Relations**

The unit provides an introduction to the field of public relations. Students learn about what public relations people do, and how they do it. Topics include planning, media relations, employee relations, community relations, international public relations, ethics and public relations law.

**Assessment 1 – Quizzes 20%**

**Assessment 2 – Essay 30%**

**Assessment 3 – Planning Project 50%**

### **ALR104 Strategic Communication and Writing**

This unit sits at the nexus of theory and practice to help you understand the role of strategic communication in organisational contexts. Put simply, strategic communication refers to the ability to develop and disseminate messages that achieve specific and measurable objectives. Whether that objective is to inform, change opinion or adapt behaviour, successful strategic communication revolves around people.

**Assessment 1 – Online quiz 20%**

**Assessment 2 – Group planning project 40%**

**Assessment 3 – Portfolio 40%**

### **ALJ111 News Reporting 1**

This unit is an introduction to the practice and theory of multimedia journalism. It sets the social, professional and legal context for journalism practice, and introduces students to the convention of news writing and reporting stories. Students will also focus on combining text with photos and audio clips to produce news stories; critically examining their own production processes, and learn to report multimedia news stories to a deadline.

**Assessment 1 – Research file 20%**

**Assessment 2 – News story for print media 40%**

**Assessment 3 – Multimedia news story 40%**

### **ALJ112 News Reporting 2**

This unit in the practice and theory of multimedia journalism focuses on news reporting processes. It outlines professional, social and legal factors that impact on reporting of local, regional and national news. The unit introduces students to key news beats, including reporting stories about politics, business, sport and local newsworthy events and issues. Students will build contacts in their preferred news beat/s and engage with social media tools to report and produce their news stories. They will also gain skills in reporting a news story (to a deadline) for broadcast and online media platforms.

**Assessment 1 – Social media for reporting 20%**

**Assessment 2 – Photojournalism assignment 40%**

**Assessment 3 – 40% Video based assignment 40%**

## ALM101 Making Social Media

This unit enables students to explore and experience present day digital media culture in critical and creative ways. The unit is built on multi-platformed content, delivery and assessment, providing a user-friendly engagement with social media that facilitates practical, hands-on work in micro-blogging, blogging and podcasting. Creating and sharing different forms of media content, students learn how to communicate across different online platforms as part of a highly interactive community. Highlighting the benefits of media-making for personal and professional use, the unit allows students to develop their portfolios and discover how to use social media to strategically build a dynamic online identity.

**Assessment 1 – Portfolio Exercise 20%**

**Assessment 2 – Portfolio Output 40%**

**Assessment 3 – Portfolio Output 40%**

## ALM102 Making Video

This unit enables students to critically and creatively engage with present day digital media culture, with a particular emphasis on making videos. Highlighting the crucial importance of creating audio-visual content for different purposes and audiences, the unit guides students through various video-making practices and strategies. Emphasising the benefits of making videos in a wide range of industry settings, the unit allows students to develop their portfolios and learn how to use video to strategically build a dynamic online identity.

**Assessment 1 – Video Exercise 1 20%**

**Assessment 2 – Video Exercise 2 30%**

**Assessment 3 – Video Project & Reflection 50%**