

Faculty of Design at the Augsburg University of Applied Sciences
Communication Design Bachelor's Degree Programme
 Module Handbook

Module Design Project 1 to 2

Code:	45_Dpro1, 46_Dpro2, 65_Dpro3, 66_Dpro4
Module coordinator:	Prof.in Gudrun Müllner
Lecturers:	All educators from the Faculty of Design can teach in this module.
Semester:	4th and 6th semester
Study section:	Advanced stage
Credit points:	9 ECTS
Workload:	Contact hours: 6 hours per week during semester Independent study: 10.5 hours per week Total workload: 15 hours per week
Teaching form:	S (seminars), E (exercises), In (internship) and independent study
Examination:	SP (study paper): prepared during the semester both during lessons and independently at home Pres (presentation): the individual results are presented at the end of the semester
Grades:	Grades 1.0 to 5.0, incremented or decremented by 0.3, excluding the grades 0.7, 4.3, 4.7 and 5.3
Weighting:	The grade of the examination specified above forms the overall module grade.
Module conclusion:	The module is concluded with the examination specified above.
Usability:	This module is used in the "Communication Design" and "Interactive Media" Bachelor's programmes.
Prerequisites:	Because the "Design Project" module takes place in the advanced stage of the Communication Design Bachelor's programme and the design projects generally combine several media, the artisanal and design basic skills and competences conveyed in the seminars of the introductory and orientation stage are required to complete this module successfully.

Module Design Project 1-2

Content: The “Design Project” module is designed as an elective subject and is aimed at students in the 4th and 6th semester, who study together in this module. In the “Design Project” module, the students learn to independently and methodically develop and design complex tasks oriented to later fields of activity in communication design. This module expands upon and combines artistic design, technical, academic and theoretical basics.

The teaching contents are individually defined and published by the responsible professors in each semester. Both fictitious and real tasks are handled.

In interdisciplinary, internal university cooperative agreements or joint projects, as well as participation in competitions with external clients or partners, the students also obtain social competences such as teamwork and communication skills.

Learning objective: The module serves to expand upon artistic, design, technical, academic and theoretic basics. The students achieve competences corresponding to the interdisciplinary working methods that will be involved in their professional life later on. They obtain the ability to plan complex design processes, control these in a target-oriented manner, and organise individual work steps within teams. The handling of real projects gives the students insights into professional working methods and results in confidence in holding customer presentations.