

Course Title	Diploma (Senior) Project				
Course Code	DPL431				
Course Type	Compulsory				
Level	Bachelor				
Year / Semester	4th / Spring				
Teacher's Name	Faculty members				
ECTS	18	Lectures / week	3	Laboratories / week	0
Course Purpose and Objectives	<p>The diploma course requires students to present a project which reflects a problem faced by a local or international business and suggest possible solutions to such a problem and / or an internship which is a short work experience designed to help students get real world experience.</p> <p>This referent course is designed to provide students with the necessary skills and knowledge to determine the information necessary to address an identified research problem (basic or applied) and, using this understanding, develop and use an actionable research proposal. In this process, the students will gain an understanding of relevant approaches and elements of undertaking a research enquiry specifically to provide insights to solving a relevant problem. They will develop critical core competencies and skills required to carry out such an enquiry. These competencies and skills include: defining research questions; setting appropriate research objectives; study design that incorporates research objectives and budgetary constraints; secondary and primary data collection and instruments; sampling and analysis methods; and effective reporting of results; as well as the importance of ethical conduct in conducting research in both a domestic and in international business contexts.</p>				
Learning Outcomes	<ol style="list-style-type: none"> 1. Ability to promote innovation and variety towards topics, which can cross boundaries in both inter-disciplinary and multidisciplinary guises through creating concepts, designing visuals and writing research. 2. Assimilate and define the role of research within art and design and produce a thesis that has the potential of being listed within the professional sphere. 3. Employ appropriate techniques and operate in those situations demonstrating a mixture of visual notation to client presentation standard and production prototypes of professional quality 				

	<p>4. Capacity to engage in a written brief and produce final design solutions and a written thesis of 5.000 words which will be based on questioning and testing the area of research</p> <p>5. Build and explore into the area of investigation problems that will defend as well as support the role of the designer/communicator in the selection of design solutions.</p> <p>6. Acquirement of skills required for the importance of research writing in Art and Design</p>		
Prerequisites	-	Required	-
Course Content	<p>Senior project (Thesis): the final project towards the completion of the course, which can be regarded as the thesis. It is a course where students act as individual designers in an investigation of a course of their own choice.</p> <p>Research and analysis: The course can be of any nature/idea/concept. The ultimate scope is to conduct an extensive research into the course (utilizing all conventional or not media) and prepare an extended essay from the research findings and analysis.</p> <p>Self-negotiated project: The student negotiates a personal Programme of Study and develops a Senior Project. The negotiated programme is devised in conjunction with the Course Supervisor(s) and the Personal Tutor. The course requires the student to initialize a written brief and produce final design solutions and a written thesis of 10.000 words. The relationship between the thesis and the design solution is closely aligned or tenuously linked. The emphasis is on innovation and variety where topics can cross boundaries in both interdisciplinary and multi- disciplinary guises.</p>		
Teaching Methodology	<p>The course is mainly based on individual research and practical work. Student centred practical work, personal research, realization and manipulation in project work. The use of personal tutor/advisor is compulsory as well as an important and integral part of the teaching methodology.</p>		
Bibliography	<p>J. Cresswell , Research Design: Qualitative, Quantitative, and Mixed Methods Approaches, Sage Publications, 2002.</p> <p>A. Bennett, Design Studies; Theory and Research in Graphic Design, Princeton Architectural Press, 2006.</p> <p>A. Vit, Graphic Design, Referenced: A Visual Guide to the Language, Applications, and History of Graphic Design, Rockport, 2009.</p>		



Assessment	Design Process: 40% Report: 30% Research Analysis: 20% Final Assessment: 10%
Language	English

Art and Design Electives Modules