

KIDOGO ART INSTITUTE

Design Fundamentals Course for INSTEP Students 2010

Course Title and Code:	CERT III in Design Fundamentals (Full) CUV30303	
Course Description:	The Certificate III in Design Fundamentals is designed as a qualification that provides a pathway to a career in Design.	
Name of Training Provider:	KIDOGO ART INSTITUTE	RTO Code: 50092
Location of Training:	KIDOGO ARTHOUSE, BATHERS BEACH, FREMANTLE, 6160	
Room No:	Ocean studio. Enter through the door on the left of the building.	
Time:	9 am – 3 pm	
Days:	Semester 1 - Tuesday February 16, 23 March 2, 9, 16, 23, 30 April 20, 27 May 4, 11, 18, 25 June 1, 8, 15, 22, 29 Semester 2 – Tuesday July 20, 27 August 3, 10, 17, 24, 31 September 7, 14, 21 October 12, 19, 26 November 2, 9, 16, 23, 30 December 7, 14	
Duration:	38 weeks	
Nominal Hours:	Approx 440 hours (including home study)	

Students will examine the processes of Design from source materials, ideas and research, through exploration, selection and development of concepts; to refinement and presentation. This process is essential and applicable to many art and craft practices that encourage imagination and develops sensitivities to abstract values. Suited to anyone wishing to enhance his or her designing abilities and processes of creative thinking.

Students need to be self-motivated and prepared to develop some projects out of school hours.

This qualification will provide you with the practical skills and knowledge to create and communicate design concepts. You will learn how to evaluate design solutions and to communicate ideas effectively using design technology and a wide variety of visual presentation techniques, materials and technologies.

This course can provide an entrance point for Design, Art and Media studies at Central TAFE or continuing at Kidogo Art Institute with your Cert IV in Visual Art & Contemporary Craft.

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On successful completion of the course students will have acquired competency in drawing, colour theory and basic research skills together with a basic knowledge of the design industry.

FEES

The Kidogo Art Institute 2010 fees are **\$6,150** to complete the Certificate III in Design Fundamentals.

INSTEP students will *pay \$2,500 less* than the full fees to complete the course (as a portion of this has been paid through their school and Kidogo Art Institute gives substantial discounts to INSTEP continuing students who decide to take the full Cert III in Design Fundamentals qualification).

INSTEP students would therefore only pay **\$3,650** to complete their Cert III at Kidogo Art Institute.

In 2010 we will also be offering a higher level qualification "The Certificate IV in Visual Art & Contemporary Crafts" for students interested in continuing their education in Art & Design at Kidogo Art Institute. The fees for Cert IV course are \$9,500.

UNITS

We will deliver training in the CORE units listed below and well endeavour to tailor some of the elective choices to suit individual interests and career pathways (ie. A student interested in fashion will be encouraged to do a fashion project for an elective).

To graduate with a Certificate III in Design Fundamentals course students will need to complete 9 Core Units and 5 Elective Units. These are set out below.

9 CORE UNITS

Unit Title:	Participate in OHS processes	Code	BSBOHS201A
Descriptor:	This unit describes the performance outcomes, skills and knowledge required to participate in workplace occupational health and safety (OHS) processes to protect workers own health and safety, and that of others. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.	Nominal Hours	15

Unit Title:	Explore the use of colour	Code	BSBDES301A
Descriptor:	This unit describes the performance outcomes, skills and knowledge required to explore the use of colour and to apply colour theory. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.	Nominal Hours	20

Unit Title:	Explore and apply the creative design process to 2D	Code	BSBDES302A
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	forms		
Descriptor:	This unit describes the performance outcomes, skills and knowledge required to explore and creatively apply the design process to the development of 2 dimensional (2D) forms. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.	Nominal Hours	30

Unit Title:	Explore and apply the creative design process to 3D forms	Code	BSBDES303A
Descriptor:	On successful completion of this unit you will be able to explore and creatively apply the design process to the development of 3-dimensional forms. Specifically, you should be able to: 1. Source information on 3-dimensional (3D) design 2. Explore the creative process for 3-dimensional (3D) forms 3. Communicate concepts or ideas through application of design processes to 3-dimensional (3D) forms	Nominal Hours	30

Unit Title:	Produce drawings to represent and communicate the concept	Code	CUVCOR08B
Descriptor:	This unit describes the skills and knowledge required to produce drawings which represent and communicate the concept. This is a core unit which complements all the specialisation units. It is different from the drawing specialisation units which focus on drawing as an art form. This unit goes beyond the scope of CUVCOR07A Use drawing techniques to represent the object or idea in terms of the complexity of techniques and representation. This work would usually be carried out under supervision. This is a core unit which underpins many other specialisation units.	Nominal Hours	70

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Unit Title:	Source and apply desing industry knowledge	Code	BSBDES304A
Descriptor:	<p>This unit describes the performance outcomes, skills and knowledge required to source apply and update a general knowledge of the design industry. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.</p> <p>This unit applies to individuals who need to source and apply knowledge on the design industry to support professional design practice. The unit acknowledges the concept of a design industry and design as a discrete profession. BSBDES202A Evaluate the nature of design in a specific industry context is more appropriate for those involved in design related activity as part of a broader job role. Design is a practice based on problem solving, aesthetics, materials and processes. It refers to professional design of work involving two dimensions and forms in space which respond to a brief, and may relate to the design of digital media, graphics, illustrative work, industrial designs, events/exhibits, fashion, jewellery, fashion accessories, furniture, furnishing, interior or urban design.</p>	Nominal Hours	20

Unit Title:	Source and apply information on the history and theory of design	Code	BSBDES305A
Descriptor:	<p>This unit describes the performance outcomes, skills and knowledge required to source information on design history and theory, and to apply that information to one's own area of work. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement. This unit applies to individuals who work in design and need to develop and maintain a general knowledge of design history and theory. More complex research into design theory and design trends is covered by BSBDES602A Research global design trends and BSBDES701A Research and apply design theory.</p>	Nominal Hours	65

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Unit Title:	Develop, refine and communicate concept for own work	Code	CUVDES05A
Descriptor:	This unit describes the skills and knowledge required to develop, refine and communicate the concept for own work. The concept encompasses ideas, form and context for the work. The unit encompasses the development and evaluation of ideas, plus the communication of the development process to others. In practice, this unit is always integrated with the actual production of work, as described in various specialisation units. This unit both encompasses and goes beyond unit CUVCOR02B Develop and articulate concept for own work. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.	Nominal Hours	40

Unit Title:	Integrate colour theory and design processes in response to a brief	Code	CUVDES05A
Descriptor:	This unit describes the skills and knowledge required to explore and integrate colour theory and design processes using 2-dimensional (2D) and/or 3-dimensional (3D) space. This is a core unit in design fundamentals and as such underpins many other specialisation units. People working in many industries require the skills and knowledge in this unit, and the unit is written to allow for contextualisation to a particular industry context. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.	Nominal Hours	20

SECTOR SPECIALISATION & ELECTIVE UNITS

Learners to complete FIVE (5) other units. Units may be selected from other areas of the Visual Arts, Craft and Design Training Package or any relevant endorsed training package at the appropriate level.

The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate III. In all cases selection of electives must be guided by the job outcomes sought, local industry requirements and the level of the qualification. For advice on selection of alternative sector specialisation or elective units to those listed below, refer to the Visual Arts, Craft & Design Training Package.

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5 ELECTIVE UNITS

(choose from ticked list below)

* CHOSE 5 ELECTIVE UNITS FROM THE TICKED LIST BELOW	NTIS ID	SUBJECT AREA Course/Qualification Name	Nominal Hours
		RESEARCH	
✓	CUSRAD01A	Collect and organise information	15
✓	CUFRES401A	Conduct research	30
	CUVADM13B	Research and critique cultural work(s)	50
✓	CUVCOR01B	Source concept for own work	40
	CUVCOR02B	Develop and articulate concept for own work	40
	CUVCOR03B	Develop, refine and communicate concept for own work	40
	CUVCOR11B	Source information on history and theory and apply to own area of work	30
	CUVCOR12B	Review history and theory for application to artistic practice	60
	BSBCRT501A	Originate and develop concepts	30
✓	CUVICS04A	Originate and develop a concept	50
		ARTIST'S PROFESSIONAL PRACTICE	
	BSBCMM401A	Make a presentation	30
	CUVPRP01B	Develop self as artist	20
	CUVCOR12B	Review history and theory for application to artistic practice	60
		DESIGNER'S PROFESSIONAL PRACTICE	
	BSBDES304A	Source and apply design industry knowledge	20
	BSBDES403A	Develop and extend design skills and practice	30
	BSBDES701A	Research and apply design theory	40
✓	BSBDES302A	Explore and apply the creative design process to 2D forms	50
✓	BSBDES303A	Explore and apply the creative design process to 3D forms	50
	CUVDSP04B	Research and apply the history and theory of design to design practice (replaced)	20
	BSBDES304A	Source and apply design industry knowledge	20
	BSBDES305A	Source and apply information on the history and theory of design	65
		DRAWING	

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✓	CUVVSP14B	Apply techniques to produce drawings	40
✓	CUVVSP15B	Produce drawings	50
✓	CUVVSP16B	Research and experiment with techniques to produce drawings	60
	CUVCOR07B	Use drawing techniques to represent the object or idea	40
✓	CUVCOR08B	Produce drawings to represent and communicate the concept	70
		COLOUR	
✓	BSBDES301A	Explore the use of colour	40
✓	CUVDES04B	Integrate colour theory and design processes in response to a brief	20
		PHOTOGRAPHY	
	CUFDIG303A	Produce and prepare photo images	60
✓	CUVPHI05B	Use a 35mm SLR camera or digital equivalent	30
✓	CUVPHI06B	Plan and carry out image capture in response to a brief	60
	CUVPHI07B	Process photoimages to work print/file stage	
	CUVPHI08B	Enhance, manipulate and output photoimages	
	CUVPHI10B	Use and extend wet darkroom techniques to produce monochrome photographs	40
		JEWELLERY	
✓	CUVVSP26B	Apply techniques to produce jewellery	40
	CUVVSP27B	Produce jewellery	70
	CUVVSP28B	Research and experiment with techniques to produce jewellery	70
		FASHION & TEXTILES	
✓	CUVVSP54B	Apply techniques to produce textile/fibre work	50
	CUVVSP55B	Produce textile/fibre work	50
	CUVVSP56B	Research and experiment with techniques to produce textile/fibre work	70
	CUVDSP13B	Research and apply techniques for the design of wearable objects	90
		PAINTING	
✓	CUVVSP34B	Apply techniques to produce paintings	40
	CUVVSP35B	Produce paintings	50
	CUVVSP36B	Research and experiment with techniques to produce paintings	60
		PRINT	
	CUVVSP44B	Apply techniques to produce prints	
	CUVVSP45B	Produce prints	50
	CUVVSP46B	Research and experiment with techniques to produce prints	50

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		SCULPTURE	
	CUVVSP50B	Apply techniques to produce sculpture	40
	CUVVSP51B	Produce sculpture	50
	CUVVSP52B	Research and experiment with techniques to produce sculpture	60
		GLASS	
	CUVVSP17B	Apply techniques to produce glass work	40
	CUVVSP21B	Produce glass work	50
	CUVVSP22B	Research and experiment with techniques to produce glass work	60
		EXHIBITIONS	
✓	CUVCRS11B	Select and prepare work for exhibition	10

TRAINING STRATEGY

This course will be delivered:

- predominantly in or around Kidogo Arthouse on Bathers Beach in Fremantle. There will be at least one field trip to the Perth Cultural Centre
- by highly qualified professionals who are recognised as experts in their field by arts industry bodies.
- by:
 - lecturer demonstrations
 - off campus visits to galleries and other informative locations
 - lectures
 - referencing our extensive in-house library
 - using the internet to source examples of artists works
 - viewing the changing excellent exhibitions in our two galleries
 - invited visiting artists and lecturers

To develop your learning you will also be given:

- verbal presentation
- whiteboard presentations
- written instructions and projects

You will be expected to develop skills in

- punctuality and timekeeping
- listening
- asking if you are unclear of the given instructions
- taking notes and recording verbal information
- understanding written instructions
- producing visual projects in class in a supervised environment
- producing visual projects out of class in an unsupervised environment
- meeting deadlines and presenting for assessment as and when required and requested

Throughout the course you will be asked to present work for “reviews” to assess your process

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towards the completion of the course you will be asked to present all the work you have produced on this course, including your:

- research work
- developmental work
- final, finished work

ASSESSMENT PLAN

At the end of this course you will participate in a formal assessment. The purpose of the final assessment is for the assessor to establish that you have met the competencies in all the units being assessed so a qualification at Certificate III level can be issued.

Throughout the course we will ask you to present work for "review". The purpose of these reviews is to establish that you are on track towards completing the course within the given time frame; and to identify any additional help you may require to complete the course within the given time frame.

At your first lesson of the course you will be given a timetable which outlines the dates of your reviews and final assessment.

ASSESSMENT TOOLS

These are instruments that we use to establish evidence that you have demonstrated competency in the areas being assessed.

Attached is an example of assessment tool.

FOR CLARIFICATION ON ANY ASPECT OF THIS COURSE:

Please contact:

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