

BACHELOR OF ARTS IN DESIGN

Modules					Credits			
YEAR 1	Common Foundation (Not Semesterised)	Introduction to Art History			5			
		Learning & Innovation Skills			5			
		Drawing, Colour and 2D Skills			15			
		Digital Media & Photography			10			
		Design History & Theory 1			5			
		Studio Practice			5			
		Design & 3D Skills			10			
		Design Thinking & Principles 1			5			
YEAR 2		Graphic Design & Illustration	Animation & Game Design	Interior Design	Industrial Design	Fashion & Textile Design		
	Semester 3	Drawing Skills 2					5	
		Digital Media for Design or Photography for Design					5	
		Design Thinking & Principles 2					5	
		Graphic Design & Illustration 1	3D Modelling for Animation Animation Studies 1 Game Design 1	Interior Design 1	Materials & Processes 1 Industrial Design 1	Pattern Drafting & Construction 1 Woven Textile Design & Practice	15	
	Semester 4	Drawing & Visualisation 1					5	
		Design History & Theory 2					5	
		Computer Aided Design 1					5	
		Graphic Design & Illustration 2	Visual Storytelling Animation Studies 2 Game Design 2	Interior Design 2	Materials & Processes 2 Industrial Design 2	Pattern Drafting & Construction 2 Fabric Print Design and Practice	15	
	YEAR 3	Semester 5	Drawing & Visualisation 2					5
			Sustainable Design					5
			Computer Aided Design 2					5
			Graphic Design & Illustration 3	Digital Narrative Animation Studies 3 Game Design 3	Interior Design 3	Product Design Processes 1 Industrial Design 3	Pattern Drafting & Construction 3 Accessory Design Textiles for Fashion	15
S 6		Professional Practice & Projects (Placement)					30	