

ANNEX 2 – COURSE DESCRIPTION

Course Title	Technology & Innovation in Graphic Design				
Course Code	DESG415				
Course Type	Elective				
Level	4				
Year / Semester	Year 4 / Semester 1				
Teacher's Name	Panayiotis Voulgaris				
ECTS	5	Lectures / week	1 hours	Laboratories / week	3 hours
Course Purpose and Objectives	The purpose of this course is to investigate and explore the latest design processes and technologies in the practice of graphic design to encourage forward thinking and innovation. Technological change increasingly affects the processes associated with designing and producing, therefore encourages the development of a positive view of technologically driven change in the light of creative and practical opportunities it presents. Students will be exposed to various cutting-edge applications and less conventional techniques which can build on the potential for delivering unique design solutions with impact and originality. Exploration through seminars and instruction will serve as a starting point, prompting self-initiated activity and further investigation on innovations and technologies that can shape our creative future and redefine aesthetics and imagination in design and advertising.				
Learning Outcomes	<p>On successful completion of this course, students will be able to:</p> <p>learn through seminars, tutorials, instruction and self-</p> <ul style="list-style-type: none">• Develop an understanding of unconventional materials, processes and applications and how they contribute to design practice.• Generate unique, imaginative and innovative ideas by considering and newfound processes and technical applications in their future work.• Employ new learnt skills and competences in solving set tasks and re-generating a sense of play and diversity.• Demonstrate the creative and functional use of technology and processes effectively and to implement appropriately within their means.• Evaluate and analyse work of others and the positive the effects of using technology and processes whilst considering costs and safety issues.• Demonstrate and deliver a final outcome in an oral setting with confidence and professionalism.				
Prerequisites	No	Required		Yes	
Course Content	<ul style="list-style-type: none">• Seminars and tutorials on revolutionary design processes and techniques.• Workshops and field trips where students will be able to explore various processes with experienced practitioners.• Exercises and small tasks to generate enquiry, experimentation and response to a problem.				

	<ul style="list-style-type: none"> • A Practical assignment to enable the student to experiment and apply creative, innovative and functional use of technology and processes with the appropriate means. • Student presentation communicating final assignment idea that is functional.
Teaching Methodology	<p>Seminars, videos documentaries and discussions will provide of an overview of competitive edge processes and technological advances which have contributed to the developing practice of graphic design.</p> <p>Field trips to various establishments where students will gain knowledge and be able to interact with practitioners and test processes and technologies first hand in organized workshops such as 'The Youth Makerspace', Larnaca, CNC and Laser Cutters, in-house 3D Printing, Virtual Reality Set, Wacom and Drawing Tablets.</p> <p>Tutorials will introduce class workshops using a series of tactile and aesthetic effects like paper lights, sound modules, conductive ink, and QR coding.</p> <p>Small exercises and experiments will offer the opportunity for students to broaden their knowledge and experience more productively through testing and making.</p> <p>An importance on investigation and study skills through producing sketchbooks, the student will be able to reflect on a range of aspects to expand their awareness of the possibilities of technology and processes and their positive contribution to the creative process of design. Students are encouraged to research and critically analyse the way in which others have used processes and technologies in design interaction, tactile and more tangible solutions.</p> <p>This course will be delivered through a series of the following:</p> <ul style="list-style-type: none"> • Seminars • Field trips • Tutorials • Exercises, tasks and experiments • Research • Set Assignment
Bibliography	<ul style="list-style-type: none"> • Dietrich, L. (2009) <i>60.: Innovators Shaping Our Creative Future</i>. Thames & Hudson. • Dunne, A. (2008) <i>Hertzian Tales: Electronic Products, Aesthetic Experience, and Critical Design</i>, MIT Press • Wang Shaoqiang (2015) <i>Playful Graphics</i>. Promopress. • Marie Shillito, A. (2019). <i>Digital Crafts: Industrial Technologies for Applied Artists and Designer Makers</i>. Herbert Press • Aldersey-williams, H. (2008) <i>Design and the Elastic Mind</i>. The Museum of Modern Art. • Viction Workshop (2009) <i>Design Play: An Array of Quirky Design</i>. Victionary • Klanten, R. (2012) <i>Cause and Effect: Visualising Sustainability</i>. Gestalten <p>Periodicals</p> <ul style="list-style-type: none"> • Creative Review • Communication Arts • Computer Arts <p>Digital Publication/Websites</p> <ul style="list-style-type: none"> • https://www.designweek.com

	<ul style="list-style-type: none"> • https://www.cmykmagazine.online/issues/10 • https://www.itsnicethat.com • https://knowtechie.com/the-impact-of-technology-on-graphic-design/ • https://99designs.com/blog/trends/graphic-design-technology-trends/ • https://www.siliconrepublic.com/people/graphic-designer-jonathan-leahy-maharaj-fuzion • https://www.ukessays.com/essays/media/thesis-technologys-impact-on-graphic-design-media-essay.php • https://www.howdesign.com/web-design-resources-technology/6-emerging-technologies-that-designers-should-watch/ <p>Articles:</p> <ul style="list-style-type: none"> • Kleinsmann, M. Valkenburg, R and Sluijs, J. (2017). <i>Capturing the Value of Design Thinking in Different Innovation Practices</i>. International Journal of Design • Essays, UK. (November 2018). <i>Impact of Technology on Graphic Design</i>. Retrieved from https://www.ukessays.com/essays/media/thesis-technologys-impact-on-graphic-design-media-essay.php?vref=1 • It's Nice That. (2018). <i>What threat does technology pose to the creative industry? Four design leaders share their thoughts</i>. https://www.itsnicethat.com/articles • Lim, Y., Lee, S., & Kim, D. (2011). <i>Interactivity attributes for expression-oriented interaction design</i>. International Journal of Design, 5(3), 113-128.
Assessment	<ul style="list-style-type: none"> • Participation 10% • Research & Development Book 40% • Practical Content 50%
Language	English

