Course unit title:	**SENIOR PROJECT**
Course unit code:	AGDS 499
Type of course unit:	Compulsory
Level of course unit:	Bachelor
Year / Semester of study:	4th / Spring

Number of ECTS credits allocated :	18	Lectures p/w:	3	Labs p/w:	0

Name of lecturer(s):	Faculty Members
Learning outcomes of the course unit:	1. Ability to promote innovation and variety towards topics, which can cross boundaries in both inter-disciplinary and multi-disciplinary 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 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 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. 6. Acquirement of skills required for the importance of research writing in Art and Design

Prerequisites:	AGDS 312	Co-requisites:	None

Recommended optional program components:	None
Course contents:	• **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. • **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. • **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 inter-disciplinary and multi-disciplinary guises.
Recommended and/or required reading:	1. ,J. Cresswell , **Research Design: Qualitative, Quantitative, and Mixed Methods Approaches**, Sage Publications, 2002 2. A. Bennett, **Design Studies; Theory and Research in Graphic Design**, Princeton Architectural Press, 2006 3. A. Vit, **Graphic Design, Referenced: A Visual Guide to the Language, Applications, and History of Graphic Design**, Rockport, 2009.
Textbooks:	None
References:	Richard Hickman, **: *Research in Art & Design Education: Issues and Exemplars,* Intellect, 2008**
Planned learning activities and teaching methods:	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.
Assessment methods and criteria:	• Design Process: 40% • Report: 30% • Research Analysis: 20% • Final Assessment: 10%
Language of instruction:	English
Work placement(s):	No