Course Information Package

PLANNING FORM FOR AN EDUCATIONAL MODULE
(to be completed by the teacher)

Programme of Studies:	***BA in Interior Design***
Name of the module:	***IND213 COMPUTER AIDED DESIGN I***
Target group:	***Interior Design students***
Level of the unit:	***BA – 3rd Semester***
Entrance requirements:	***-***
Number of ECTS credits:	***5 (Average student working time: 125 hours)***

Competences to be developed:	
1	To identify certain IT technologies in relation to area of specialization and to provide select necessary skills and knowledge of computer design as a tool for artists and designers.
2	To demonstrate skills and competences characterised by harmony and function between design and technology, moving from the traditional art and design boards to a contemporary art and design methodology
3	To to experiment with modern computer aided design packages and examine the basic design tools of the software package.
4	To to select appropriate technology and support the use of it in the professional sphere.
5	To develop and create final artwork needed for the general cause of the area of specialization in art and design.

Estimated student's work time distribution in hours:			
Conduct hours		Student's private time	
Lecture	26	Project work	25
Studio Work	13	Experimentation	15
Final Critique	3	Research	10
Interim Critiques	3	Interim Critiques Preparation	12
Final Assessments	3	Final Critique Preparation	12
		Use of External Resources	16
		Tutorials	12
Total:	48	Total:	102

Learning outcomes	Educational activities	Estimated student's work time in hours	Continuous Assessment based on Project work
WEEK 1: - Touring the Interface.Launching the program for the first time. - Understanding model space. - Accessing the Ribbon Leveraging dock-able palettes. - Monitoring the Status bar. - Understanding the anatomy of a command. - Customising AutoCAD's preferences. - Saving a workspace - Opening, Viewing, and Saving Drawings. - Opening an AutoCAD drawing Understanding mouse functions. - Zooming, panning, and regenning. - Working in a multiple-document environment. - Saving your work. - Saving time with templates.	Lecture Attendance	2	**Design Intelligence – 40%**
	Studio Work	1	
	Project work/ Experimentation/ Research/ Resources	2	
	Interim Critique Preparation	0	**Research and Methodology – 20%**
	Final Critique Preparation	0	
	Tutorial	0	
WEEK2: - Creating Basic Geometry. - Constructing lines. - Locking angles with the Ortho and Polar modes. - Drawing circles. - Activating the heads-up display. - Understanding Drawing Units. - Defining a unit of measure. - Constructing geometry using architectural measurements. - Working with metric units.	Lecture Attendance	2	**Experimentation and Analysis – 20%**
	Studio Work	1	
	Project work/ Experimentation/ Research/ Resources	4	
	Interim Critique Preparation	2	**Time management and Presentation – 20%**
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 3: - Maintaining Accuracy. - Understanding the Cartesian coordinate system. - Locking to geometry using object snaps. - Automating object snap selection. - Using temporary tracking to find points in space. - Using Specialised Drawing Commands. - Drawing rectangles. - Drawing polygons. - Drawing ellipses. - Organising with hatch patterns.	Lecture Attendance	2	
	Studio Work	1	
	Project work/ Experimentation/ Research/ Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 4: - Making Primary Modifications. - Making geometric changes using the property changer. - Moving and copying elements. - Rotating elements. - Trimming and extending geometry. - Creating offsets. - Erasing elements.	Lecture Attendance	2	
	Studio Work	1	
	Project work/ Experimentation/ Research	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	4	

- Undoing and redoing actions. - Selecting Geometry. - Selecting entities using a window. - Adding and removing from selections. - Using keyboard shortcuts.	Tutorial	1	
WEEK 5: - Refining Geometry. - Creating fillets. - Creating chamfers. - Using the Array command to create copies in a rotated pattern. - Using the Array command to create copies in a rectangular pattern. - Creating mirrored copies of geometry. - Stretching elements. - Scaling elements. - Leveraging grips. - Exploding elements. - Joining elements together. - Editing hatch patterns	Lecture Attendance	2	
	Studio Work	1	
	Project work/ Experimentation/ Research/ Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
	Sub-Total:	-	

Learning outcomes	Educational activities	Estimated student's work time in hours	Assessment
WEEK 6: - Organising Drawings. - Understanding layers. - Creating and adjusting layers using the Layer Property Manager. - Using layers to organise a drawing. - Changing layer settings using layer control. - Understanding the BYLAYER property. - Using the Layer Previous command.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/ Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 7: - Adding General Annotations. - Creating single-line text. - Justifying text Controlling appearance using text styles. - Annotating with multi-line text. - Editing text Creating bulleted and numbered lists. - Incorporating symbols Correcting spelling errors.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/ Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 8: - Dimensioning. - Creating general dimensions. - Creating continuous and baseline dimensions. - Controlling appearance using dimension styles. - Modifying dimensions. - Creating multi-leaders. - Controlling appearance using multi-leader styles. - Modifying multi-leaders.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	4	
	Tutorial	1	
WEEK 9: - Generating and Managing Reusable Content. - Inserting blocks. - Creating blocks. - Leveraging blocks. - Redefining blocks. - Building a block library.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
	Sub-Total:	-	

Learning outcomes	Educational activities	Estimated student's work time in hours	Assessment
Finalising and presenting a body of visual work:			
WEEK 10: - Accessing Specialised Tools. - Querying drawing using rollover tool tips. - Taking measurements using the Distance command. - Modifying properties using the Quick Properties tool. - Automating calculations using the Quick Calculator feature.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 11: - Plotting. - Creating quick plots. - Selecting a pen table. - Choosing line weights Creating a layout pt. 1. - Choosing a paper size Creating a layout pt. 2. - Inserting a title block Creating a layout pt. 3. - Cutting viewports. - Reusing layouts. - Organising layouts	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 12: - Creating Properly Sized Annotations on Plotted Drawings. - Using the Annotative property to automatically size text. - Using the Annotative property to automatically size dimensions. - Using the Annotative property to automatically size callouts. - Revising the scale assigned to annotations.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	0	
	Tutorial	1	
WEEK 13: - Sharing DataSaving drawings to other formats. - Plotting to PDF. - Sending drawings via email.	Lecture Attendance	2	
	Studio Work	1	
	Project work/Experimentation/ Research/Resources	4	
	Interim Critique Preparation	2	
	Final Critique Preparation	4	
	Tutorial	1	
	Sub-Total:	125	
Use of Resources:		0	
Library	Literature search, research	2	
Hi End Lab	Printing, scanning, Editing	6	
General IT labs	General use, Internet use	4	
Workshops	General use according to project work	0	
Print Resources	Printing, scanning, Editing	4	

Sub-Total:	16	

PART B: Complementary Material.

Language of Instruction:
English

Assessment Type		**Weights**
Interim Critique	Exercises in Class.	33%
Final Critique	Final presentation of the project.	33%
Final Assessments	Final presentation of the project.	34%
	TOTAL	**100%**

Note: The assessment criteria for Interim/Final Critiques and the Final Assessment are: Design Intelligence 40%, Research and Methodology 20%, Experimentation and Analysis 20%, Time management and Presentation 20%