

Foundation Programme in Design – E001

1. Aim

The aim of this programme is to impart generic design skills, predominantly in the design and manufacturing of 'soft' goods. This foundation programme may be deemed to be a trunk that would eventually enable suitably qualified candidates to embark on other design-related programmes (branches) such as furniture design, graphic design, fashion design, footwear design and jewellery design, etc.

2. Objectives

The general objectives of the programme can be summarised as follows:

- To impart skills for employability
- To develop, stimulate and sustain the students' interest in the design field
- To build and enforce the students' creativity and better skills through a wide range of practical works which will eventually help in building a substantial portfolio of work
- To enhance opportunities for career development, progression and/or diversification

3. General Entry Requirements

As per General Entry Requirements for admission to the University of Mauritius.

4. Programme Requirements

- I. Five credits at SC/ 'O' Level.
- II. Assessment and Accreditation of Prior Learning/Prior Experiential Learning

Mature applicants having a strong background of work experience and uncertified learning but not meeting criterion 2(I) may be assessed for entry to the programme through the Accreditation of Prior Learning (APL) and the Accreditation of Prior Experiential Learning (APEL).

Applicants are responsible for claiming recognition of their prior learning. The claim(s) should be supported with appropriate evidence. The final decision will rest with the Senate.

Applicants would not be granted exemptions on any module(s) through Prior Learning or Prior Experiential Learning.

5. Assessment of APL and APEL

Assessment of Prior Learning and Prior Experiential Learning will be carried out by a panel consisting of:

- I. The Dean of Faculty
- II. The Head of Department
- III. One assessor nominated by the Dean

The panel's recommendation will be submitted to Faculty Board and Senate for approval

6. Students completing the Foundation Programme would be deemed to have attained NQF level 5.

7. All modules shall be deemed to be core modules and there will be no exit points. Learners would have to accumulate 25 credits. No self study or independent study will be allowed. All modules would be assessed on at least ONE class test (30%) and Continuous Assessment (70%). The pass marks for both class test and continuous assessment will be 40%.

8. Outline Syllabus

FDD 1001- VISUAL STUDIES 1

Introduction to Elements of Design (for e.g. line, shape, space, colour, etc), Drawing Techniques such as crosshatching, toning, texture. Students will be able to draw with different drawing medias such as pens, charcoals, colour pencils, pastels, ink, etc. The module will involved drawing and painting of Still life, Observation, Outdoor Drawings, etc.

Students will be assessed on a portfolio composed of: drawings, sketches, paintings and related artworks which will be submitted at the end of the semester.

FDD 1002- HISTORY OF ART AND DESIGN

Study and appreciation of art movements and period such as the Renaissance, Impressionists, Cubism, Surrealism, Art Nouveau, post expressionists. Looking into the work and style of several 20th century artists like Andy Warhol, Jackson Pollock, Henry Matisse, Joan Miro, etc...

FDD 1003- DESIGN STUDIES

Principles that can be used to enhance the design development process in almost any context. Concepts and Design Development in relation to Design of Furniture, Interior, Fashion, Graphic, Products Design and Jewelleries. Transforming imagination and inspiration into design. CAD and Packaging Design.

Students will be assessed on the originality and creativity of their designs. All designs will be submitted in a sketchbook.

FDD 1004- DESIGN MATERIALS 1

Introduction to materials, properties and use of Woods/ Metals, paper, plastics, cardboards, textiles, recycle materials etc. Manipulation and application of these materials in design. Experimentation of materials in mini projects.

FDD 1005- COMPUTER APPLICATIONS

Introduction to a wide range of industry standard software used to develop designs.

FD 2001-VISUAL STUDIES 2

Students will be exposed to more advance drawing techniques such as Batik, Collage, Origami, Drawing of Perspective, Figure Drawing, Creating Motifs and Patterns, Basic Photography and many more.

Students will be assessed on a portfolio of artworks, which will be submitted at the end of the semester.

FDD 2002- DESIGN MATERIALS 2

Introduction to a wide range of materials, processes and associated technologies
Paper, felt, ceramics, clay, wax, prints making, etc.

FDD 2003- PRODUCT DEVELOPMENT

Projects focusing on methods and techniques to build prototypes for use on standard and non-standard platforms

FDD 2004- PORTFOLIO & EXHIBITION

Students will have to submit a portfolio of their best works from semester 1 and 2.

A mini exhibition will be set up by the students to display their works in a professional manner.