

LONDON COLLEGE OF ARTS MALTA

<p>Title of the Module/Unit</p>	<p>Basic Principles and Processes in Interior Design – BID401</p>
<p>Module/Unit Description</p>	<p>This module facilitates cultivating a foundational comprehension of design. It also delves into the exploration and comprehension of drawing as a tool for communicating a design concept. Furthermore, this module aids in investigating the significance of decoration and planting in addressing a design directive. This module offers an introduction to the fundamental principles of 3-dimensional design, focusing on visual research and design development as essential prerequisites for creation. It encourages the consideration of decoration, ambience, and layout planning, as well as fosters an understanding of engaging in discussions related to a design brief</p>
	<p>Competences:</p> <p>At the end of the module/unit, the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Create Planning considerations may encompass spatial arrangements, distribution of sunlight, positioning of windows and doors, choice of materials, and integration of storage options. b) Communicate a variety of environments and the use of various design techniques. c) Evaluate the development of ideas for wall panelling, flooring, floor coverings, and false ceilings, among other elements.

<p>Title of the Module/Unit</p>	<p>Basic Design and Drawing Graphics – BID402</p>
<p>Module/Unit Description</p>	<p>The objective of this module is to facilitate learners in acquiring the necessary skills in both manual and digital drawing techniques. Additionally, it aims to investigate the interconnection of orthographic methods and how they can be utilized in design delivery. The module also emphasizes the exploration of strategies like mind mapping, conceptualization, and design development to initiate the design process. This aids in gaining insight into the practical assessment of a space for design advancement and in comprehending the process of briefing.</p>

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	Competences:
	<p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Create a comprehensive comprehension and broaden the scope of knowledge pertaining to visual communication and its fundamental constituents. b) Augment consciousness and foster a more profound insight into the multifaceted aspects of visual communication. c) Convey original applications of drawing techniques and methodologies. d) Evaluate the distinct features and qualities of drawing tools and materials. e) Shows creativity in managing projects f) Manages projects independently that require problem-solving techniques

Title of the Module/Unit	Design History and Context – BID403
Module/Unit Description	This module is designed to familiarize learners with a historical and contextual understanding of their subject area. It also serves to introduce learners to critical thinking, critical analysis, and structured processes of inquiry. Additionally, the module aims to inspire learners to cultivate curiosity and explore their interests within the evolution of artistic practices in their discipline.
	Competences:
	<p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Create an understanding of groundbreaking impacts by skillfully interpreting and analyzing data b) Convey and assess data so that people can develop their own unique viewpoints. By means of adept examination and comprehension of the data put out, people can build an all-encompassing perspective. This calls for a critical analysis of the information, consideration of many points of view, and the formulation of well-informed judgments based on the data presented. c) Express thorough research by utilizing both electronic sources and traditional paper-based materials
Title of the Module/Unit	Critical Thinking and Concept Advancing – BID404

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<p>Module/Unit Description</p>	<p>This module is designed to encourage curiosity, improve critical thinking skills, and teach research methodologies that can be applied in studio practice. By doing so, it provides an opportunity to not only analyse one's own work and the work of others, but also to contextualize studio practice within the context of emerging themes in art and design. Additionally, this module aims to strengthen research direction, the ability to engage in debates, and the capacity to articulate ideas through various forms of expression. The aim is to enhance research and observational abilities to enhance the quality of ideas and conceptual designs. This involves delving into the creative process of developing ideas and concepts specifically in the realm of product design. Additionally, the goal is to strengthen design methodology and skills by employing creative and imaginative problem-solving techniques. Furthermore, the course aims to explore and appreciate the design of interactions, experiences, and processes, all while considering the needs of consumers. Lastly, the module will focus on developing skills in concept sketching, diagrams, layout, and ultimately creating professionally presented design boards.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Exercise learners to foster their inquisitiveness, incorporate analytical frameworks, and implement investigative approaches within their artistic endeavours. b) Evaluate the opportunity to enhance their capacity for critiquing their own work and the work of others, as well as situating their studio activities within the context of developing themes in the fields of art and design. c) Express proficiency in guiding research endeavors, participating in discussions, and effectively communicating concepts through a range of results. d) Convey, communicate, and value the creation of interactions, experiences, and processes.

<p>Title of the Module/Unit</p>	<p>Interior Materials – BID405</p>
<p>Module/Unit Description</p>	<p>This module aims to delve into surface finishes and their diverse applications in interior design. Learners will analyse and assess the properties of materials, determining their suitability for use on walls, floors, and soft furnishings. This examination will involve an understanding of how these materials contribute to the functionality and visual appeal of an interior space. Additionally, key topics such as cost, regulations, environmental considerations, and technological advancements will be covered.</p>

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	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Evaluate and analyse the traits of various materials to determine their unique characteristics and potential applications in different fields. b) Create a thorough examination of materials in a practical manner involving a hands-on research and analysis to gain a deeper understanding of the properties and characteristics of the materials being studied. c) Researchers can gather valuable data and insights that contribute to the advancement of knowledge in the field, by actively engaging with the materials c) Use appropriate innovative and efficient utilization of resources and materials in a practical manner. d) Show creativity in managing projects
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<p>Title of the Module/Unit</p>	<p>Computer Aided Design 1 – MB501</p>
<p>Module/Unit Description</p>	<p>The main goal of this module is to improve skills in different 2D drawing methods, with the aim of generating designs. Moreover, the course intends to broaden technical design abilities and practical understanding within the specific field under study. The primary objective is to demonstrate a thorough comprehension of the importance and function of 2D artwork in shaping interior environments. Furthermore, the course endeavours to cultivate an understanding of the limitations set by real-time tools and the processes utilized in the professional design sector.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Create innovative concepts that will be thoroughly explored and creatively transformed into designs that exemplify imaginative thinking. b) Utilize advanced software techniques to enhance the production phase expanding the horizons of design possibilities. c) Exercise in creative and increasingly complex areas of expertise that will encourage the utilization of cutting-edge technological advancements to reach their career goals.

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	<p>d) Assess innovative concepts that will be thoroughly explored and creatively crafted to produce designs that exemplify imaginative thinking.</p>
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<p>Title of the Module/Unit</p>	<p>Space Planning and Building Elements – BID502</p>
<p>Module/Unit Description</p>	<p>The primary objective of this unit is to provide a thorough structure for organizing the spatial layout of room designs. Within this unit module, learners will develop the necessary expertise to produce initial sketches and transform them into completed layouts, all while meeting the needs of the client. Moreover, this unit aims to empower learners to excel in planning various spaces by thoughtfully assessing their intended purposes. This approach will equip learners with a comprehensive grasp of the scale, function, and design options involved in the creation of spaces of varying sizes.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Evaluate anthropometric dimensions and fundamental design principles when exercising spatial layouts. b) Use floor plans by considering the factors that influence them and examining different aspects of their design. c) Create spaces demonstrates their commitment to providing users with both comfort and exceptional quality. d) Exercise critical skill in the design field by establishing design spaces that align with both project specifications and client needs. e) Practicing creative thinking, problem-solving, and clear communication of design ideas to clients and other stakeholders involved in the project. f) Convey by taking into account these space planning considerations, designers have the ability to craft spaces that are not only efficient but also comfortable and perfectly suited for their intended purpose. g) Enable optimization of every aspect of the space through careful consideration to meet the needs and requirements of its users; including factors such as the layout, flow, and organization of the space, as well as the selection and arrangement of furniture and equipment. h) Shows creativity in managing projects

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<p>Title of the Module/Unit</p>	<p>Furniture and Ergonomic Design – BID503</p>
<p>Module/Unit Description</p>	<p>This module focuses on enhancing understanding of wide range of furniture and accessories that are available to interior designers, encompassing different styles and market levels. By delving into the history of furniture and accessories, learners will gain insight into the evolution of design within its contextual framework, enabling them to identify significant design movements. Additionally, learners will explore various materials and manufacturing techniques, which will aid them in developing design schemes and making informed choices when selecting furniture and accessories products. They will also learn how to modify schemes by evaluating the impact of different accessories and will be encouraged to expand their knowledge of suppliers. Ultimately, the topics covered in this module will equip learners with the skills to interpret client requirements and effectively choose appropriate furniture and accessories in response to a given design brief.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Convey their capacity to analyse the intricacies of a designated interior environment, along with understanding the requirements and preferences of a specific client. b) Present an innovative and feasible solution that aligns with a predetermined set of standards. c) Convey how to appropriately organize space, considering the smooth movement of people and objects, as well as the inclusion of well-suited furniture options, is of utmost importance. d) Evaluate the interconnectedness between the individuals who have shaped the industry and the societal and cultural contexts in which they operate, highlighting the reciprocal relationship between innovation and the broader social and cultural landscape.

<p>Title of the Module/Unit</p>	<p>Interior Retail Design – BID504</p>
<p>Module/Unit Description</p>	<p>The module emphasizes retail design strategies, aiming to assist learners in understanding the multitude of factors that must be taken into account during a project. It also delves into the various planning considerations that play a crucial role in providing a comprehensive understanding of circulation and layout in retail projects. This module aims to delve into a specific field of art and design that captures your interest. It aims to provide you with fundamental knowledge and practical skills in one or two specialized areas or encourage exploration of an interdisciplinary practice. Additionally, it seeks to examine how the utilization of materials, processes, strategies, and practices can enhance and support the realization of creative objectives. Ultimately, the unit aims to enable you to bring your personal creative intentions to fruition. The primary emphasis of this unit lies in the various stages of design, encompassing concept development, planning, and actual design implementation. It strives to cultivate learners who possess strong analytical thinking abilities and are adept at conceptualizing their ideas</p>
<p>Competences:</p>	<p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Create design spaces by considering project and client requirements is a crucial skill in the field of design. b) Develop the ability to think creatively, problem-solve, and effectively communicate design concepts to clients and project stakeholders. c) Create thorough examination of these aspects, one can gain valuable insights and develop a concept that aligns with the specific needs and preferences of the market. d) Create a well-informed and tailored concept to effectively engage the intended audience, ultimately leading to a successful retail venture. e) Convey careful consideration of these space planning considerations, designers can create spaces that are efficient, comfortable, and well-suited to their intended use. f) Use different retail undertakings and their spatial arrangements tailored to client demands.

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<p>Title of the Module/Unit</p>	<p>Environmental Control and Sustainable Development – BID601</p>
<p>Module/Unit Description</p>	<p>The module will also focus on equipping learners with the skills to conceive and create alternative solutions for products or packaging that have a negative impact on the environment. It aims to empower learners by fostering their social and environmental consciousness regarding their surroundings and the role their designs and future products play in either contributing to or mitigating climate change. Additionally, the module seeks to enhance learners' ability to identify products or potential future products that could be detrimental to the environment or an ecosystem, and to develop alternative solutions. Furthermore, it aims to broaden learners' understanding and awareness of the proper disposal of products once they have reached the end of their useful life, as well as the environmental consequences associated with such disposal.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Analyse, recognise, explore, and implement problem-solving abilities to propose meaningful and carefully considered suggestions for enhancing the environmental aspects of a product or its packaging. b) Exercise critical thinking and problem-solving skills to explore innovative solutions to address environmental challenges. c) Develop a deeper understanding of the interconnectedness between human activities and climate change, as well as the role of technology in promoting sustainability. d) Create a deeper understanding of problem-solving and the utilization of methods and techniques in the design process, which includes Life Cycle Analysis involving the use of suitable software and the practical application of skills in operating equipment to manufacture products or prototype products.

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<p>Title of the Module/Unit</p>	<p>Computer Aided Design 2 – BID602</p>
<p>Module/Unit Description</p>	<p>The primary objective of this module is to enhance proficiency in various 3D modelling techniques, ultimately leading to the creation and production of designs. Additionally, the module aims to expand technical design skills and practical knowledge in the context of the subject matter being explored. The overarching goal is to showcase a comprehensive understanding of the role and significance of 3D work in the development of game assets. Furthermore, the module seeks to foster an appreciation for the constraints imposed by real-time hardware and the workflows employed in professional game development.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Exercise innovative and progressively intricate spheres of specialization that will incentivize the application of state-of-the-art technological breakthroughs in the achievement of their professional objectives. b) Create concepts that will be investigated and innovatively developed to generate designs that showcase imaginative thought while also expanding the boundaries of practice by employing sophisticated software techniques during the production phase. c) Compare the standard procedures followed in the industry and contrast them with their individual work processes, critically assessing the results obtained from each method. d) Shows creativity and initiative in developing projects

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<p>Title of the Module/Unit</p>	<p>Professional Practice and Role of Interior Designer – BID603</p>
<p>Module/Unit Description</p>	<p>The objective of this course is to offer a comprehensive comprehension of the interior design industry and strategies for achieving success in a professional setting, whether it be working within an established practice or establishing one's own interior design business. In addition to exploring the diverse career opportunities within the field, participants will also concentrate on their personal and professional growth, acquiring the necessary skills to attain their individual career advancement objectives. Additionally, the goal is to enable learners to accurately estimate and budget for an entire project, thereby creating a valuable resource for their future work.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Evaluate knowledge and understanding of the rules and standards of behaviour expected in a professional setting is crucial for fostering a culture of integrity and accountability. b) Use appropriate professional procedures within the realm of Interior design is crucial for career advancement and success in the industry. c) Shows creativity and initiative in developing projects

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<p>Title of the Module/Unit</p>	<p>Estimating and Costing – BID604</p>
<p>Module/Unit Description</p>	<p>The primary objective of this module is to provide the necessary skills to create accurate estimates for predicting the costs associated with a project or executing an interior design plan. Additionally, learners will learn how to effectively monitor and control project expenses to ensure successful completion within budget constraints.</p>
	<p>Competences:</p> <p>At the end of the module/unit the learner will have acquired the responsibility and autonomy to:</p> <ul style="list-style-type: none"> a) Convey information to create an accurate estimate and determine the expenses associated with project tasks, it is essential to offer comprehensive knowledge and understanding. b) Create estimation for a project and the materials required can be prepared by considering various factors. These factors may include the scope of the project, the complexity of the tasks involved, the quantity and quality of materials needed, and any additional expenses such as labour costs or equipment rentals. c) Use the financial aspects of the project to develop a comprehensive budget that considers the specific requirements of the project, including the type of problem to be addressed and the materials that will be utilized. d) Ensure that the project remains financially viable and sustainable after giving consideration to costing and pricing factors. e) Convey the task of estimating the expenses related to the items in the project, learners will develop a better understanding of budgeting during this session. f) Shows creativity and initiative in developing projects