

Year 1 Design Foundation: Common Basics

The **Design Foundation** for Year 1 studies provides a broad-based education in common design skills, design knowledge and the integration of these in design studio projects. This prepares students to become creative thinkers. The key purpose of the **Design Foundation** is to give a strong base from which students can find their design strengths and interests, allowing them to specialise in their later study years.

Aims and introduction

The **Design Foundation** is positioned to prepare design students to excel in the 21st century. This requires designers to think and work in new ways. Therefore, **Design Foundation** exposes students to a wide range of design disciplines and approaches, and introduces them to essential design skills of: design thinking, design processes, ideation and visualisation skills, design histories and theories, design technology skills, design values, design collaboration skills and in how to develop design studio projects. In particular, the **Design Foundation** will prepare students with a basic understanding of how:

- Design positively impacts and improves our world;
- Successful design combines many complex factors;
- Design integrates our daily world with technology;
- Designers would collaborate across other knowledge fields;
- Design is a profession that drives innovation.

Characteristics

Upon completion of the Year 1 Design Foundation, students will have an understanding of design as a complex discipline and will be aware of five important roles designers need to understand:

1. Utiliser of up-to-date resources as a designer who has the capability to adapt to changes in the society, in material culture and in technology.
2. Ideator of concepts as a designer who can visualise and develop complex design solutions that can begin to address complex issues in today's world.
3. Facilitator of inter-disciplinary teams as a designer who can collaborate with experts across different knowledge fields and areas of expertise.
4. Value connector as a designer who understands the connections between people, organisations, and systems.
5. Creative thinker as a designer who thinks strategically and learns independently to find innovative solutions to design issues.

All students will complete a common **Design Foundation** for their first year. At the end of Year 1, the students will prepare a portfolio base on their works from Year 1 and present in the portfolio review to enable their placement in one of four **Design Cluster** streams that begin to focus their studies on in Year 2. These four Design Clusters are Communication Design, Environment Design, Product Experience Design, and Service Design.