

Module Code	MEU22EM3
Module Name	Design I
ECTS Weighting ¹	5 ECTS
Semester taught	Semester 1
Module Coordinator/s	Prof. Gareth J. Bennett
Module Learning Outcomes with reference to the Graduate Attributes and how they are developed in discipline	On successful completion of this module, students should be able to: LO1. Value the differences in peoples' abilities through the participation in a Universal Design/User Centred Design project working with community groups, promoting social responsibility and civic awareness LO2. Apply a user centred design process to needfind, generate ideas and evaluate design concepts. LO3. Appreciate and be skilled at different additive and subtractive manufacturing processes as well as prototyping equipment. LO4. Develop software code for Arduino hardware and associated sensors and actuators. LO5. Correctly use SOLIDWORKS to draw and to solid-model parts and assemblies. LO6. Apply engineering sciences and creativity through learning-by-doing project work to conceive, design, implement and operate (CDIO) simple tangible prototypes. LO7. Communicate and work effectively in teams and be able to present work orally through public presentation using posters and slide shows. Graduate Attributes: levels of attainment To act responsibly - Enhanced To think independently - Enhanced To develop continuously - Enhanced To communicate effectively – Enhanced

¹ [TEP Glossary](#)

Module Content

The student will develop skills to allow them to think creatively and critically, conduct research both independently and within a group, and will learn to analyse data and synthesize the findings to develop a solution. Presentations will be made regularly within groups and students will develop their digital, communication and group work skills. The module requires interaction with community groups, e.g. the elderly and so students will listen, interview and conduct themselves in a professional manner while developing a sense of social responsibility and civic awareness through community engagement and “Service Learning”. The module provides an experiential learning environment, while applying academic knowledge and engineering science and provides a framework to encourage creativity and innovation.

The students follow a “User Centred Design Process” enhanced with “Design Thinking”. Each group is required to recruit their own user group of stakeholders and work with them: observing, interviewing and recording them in their own environment. This empathy stage provides the students with insight into difficulties that the users encounter with respect to the particular theme of the year, e.g. “Successful Ageing”, “Blind/Limited Vision”, “Cycling” etc. The project is open-ended and non-prescriptive. The students initially develop rudimentary design prototypes to address each group’s perceived “need” and then seek feedback. They repeat this process many times in order to define their group’s problem and then iterate to a design concept to address the need.

The overall objective of the module is for each group to design and build an electro-mechanical prototype which addresses a real user need. The prototype must have an Arduino controller which takes signals in from sensors, makes decisions and controls power to actuators. The prototype must also have at least one 3D printed part.

The students also design and create promotional and dissemination materials for their product such as videos, posters, logos, tri-fold leaflets, presentations etc.

The module is assessed completely through continuous assessment with no written exam in the examination period.

Teaching and Learning Methods

Lectures take place in semester I to introduce design, the design process, need finding, universal design, standards, machine components etc.

Each week the student’s present their group work orally with a PowerPoint/Canva presentation and receive feedback in front of the rest of the class. This allows the students to learn from each other. The presentations will take place face-2-face on a Monday.

A number of labs accompany the module to provide skills to support the core objective of the module: to build a rudimentary prototype to address a real user need.

The labs teach:

- Prototyping Lab to facilitate students to make their designs: will include a blue foam cutter, an acrylic bender and introduction to the workspace and tools (MakerSpace).
- 3D Printing Lab for additive Manufacturing.
- Drop-in labs for support with Arduino hardware and coding.

Assessment Details² Please include the following: • Assessment Component • Assessment description • Learning Outcome(s) addressed • % of total • Assessment due date	Assessment Component	Assessment Description	LO Addressed	% of total	Week due
	Weekly Assignments and Presentations	Need finding and Concept Definition Assignments	LO1-LO7	50	Weekly in Semester
	Laboratories	Labs associated with the module to support the objectives.	LO3, LO4,	10	Throughout Semester
	Universal Design Project	Design and construction of a rudimentary prototype to address a real user need. Dissemination materials which will be uploaded to a dedicated website.	LO1-LO7	40	Week 12 Sem I
Reassessment Requirements	Assignments.				
Contact Hours and Indicative Student Workload²	Contact hours: 37 (Lectures: 24 Labs: 4 Design Studio Support: 9)				
	Independent Study (preparation for course and review of materials): 4				
	Independent Study (preparation for assessment, incl. completion of assessment): 76 (6 Weekly Assignments X 6 = 36 Design Project: 40)				
Recommended Reading List	D. School Needfinding Materials				
Module Pre-requisite	None				
Module Co-requisite	None				
Module Website					
Are other Schools/Departments involved in the delivery of this module? If yes,	No				

² [TEP Guidelines on Workload and Assessment](#)

please provide details.
Module Approval Date
Approved by
Academic Start Year
Academic Year of Date