

DES105 Design Methods

School: School of Business and Creative Industries

2026 | Trimester 2

UniSC Sunshine Coast
UniSC Moreton Bay

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Online

ONLINE

You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

Design informs every aspect of our daily lives and influences how we think, act and communicate. Good design improves lives through practical, functional and aesthetic changes that can transform the world in which we live. This practice-focussed course introduces you to design methods and the way designers imagine, experiment and explore to produce creative solutions to the challenges we face, including connections with relevant global sustainable development goals (SDGs). Through research and practical activities, you will learn how design can play a critical role in shaping our future.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	10 times
Seminar – Scheduled face to face seminar.	2hrs	Week 5	2 times
ONLINE			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled online workshops (Recorded).	2hrs	Week 1	10 times
Seminar – Scheduled online seminar (Recorded).	2hrs	Week 5	2 times

1.3. Course Topics

Design research
Design frameworks and methodology
Selecting and applying design methods
Critical design approaches and theoretical analysis
Engagement with different design disciplines
Design communication
Experience design
Inclusive and accessible design
Emotional design
Sustainable design
Generative design

2. What level is this course?

100 Level (Introductory)

Engaging with discipline knowledge and skills at foundational level, broad application of knowledge and skills in familiar contexts and with support. Limited or no prerequisites. Normally, associated with the first full-time study year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...
1 Apply design methods and research strategies to inform creative outcomes	Creative and critical thinker
2 Critically evaluate and use problem-solving strategies and creativity to address a design challenge	Knowledgeable Creative and critical thinker
3 Use design principles to provide direction and flow and to show levels of importance within content.	Knowledgeable
4 Produce and present design outcomes in a professional and technically appropriate manner.	Empowered
5 Justify design decisions on the basis of how they impact social, ecological and economic outcomes, including sustainable development goals (SDGs).	Ethical Sustainability-focussed
6 Interpret and reflect on design ethics and inclusive design practices to produce socially engaged, agile, relevant and impactful design outcomes	Empowered Ethical

5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

You should be familiar with working with computers.

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

During weeks 1-4 students engage in a set of tasks which will be discussed during workshops for peer and instructor feedback and development. Those tasks will be submitted for the first assessment after 4 weeks.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative, and Written Piece	Individual	30%	PDF portfolio containing research and documentation.	Week 5	Online Assignment Submission with plagiarism check
All	2	Essay	Individual	30%	1500 words	Week 9	Online Assignment Submission with plagiarism check
All	3	Artefact - Creative, and Written Piece	Individual	40%	Digital submission including PDF and video.	Week 12	Online Assignment Submission with plagiarism check

All - Assessment Task 1: Design study

GOAL:	To experiment with different types of design methods in different fields of design.		
PRODUCT:	Artefact - Creative, and Written Piece		
AUTHORSHIP STATEMENT:			
FORMAT:	Compilation of outcomes in digital form. See assessment brief on Canvas for further details on format and specific requirements for each design method.		
CRITERIA:	No.		Learning Outcome assessed
	1	Technical proficiency	1 3
	2	Application of design methods to inform creative prototypes	1 2
	3	Professional communication and presentation	4
GENERIC SKILLS:	Communication, Problem solving, Applying technologies		

All - Assessment Task 2: Project proposal

GOAL:	To propose a project that connects conceptual and theoretical ideas in design and demonstrate an understanding of design methods.	
PRODUCT:	Essay	
AUTHORSHIP STATEMENT:		
FORMAT:	Written project proposal with imagery as needed. See assessment brief on Canvas for further details on format.	
CRITERIA:	No.	Learning Outcome assessed
	1	40 Critical evaluation and analysis of design methods
	2	Professional communication and presentation
	3	Reflection on design ethics, inclusive design practices and understanding of the social, cultural and ecological context of design
GENERIC SKILLS:	Communication, Problem solving, Applying technologies	

All - Assessment Task 3: Creative project

GOAL:	To develop a creative outcome from the project proposal in assessment two, demonstrating the application of design methods. Support your presentation with a reflective video.	
PRODUCT:	Artefact - Creative, and Written Piece	
AUTHORSHIP STATEMENT:		
FORMAT:	A designed artefact with accompanying video reflection. See assessment brief on Canvas for further details of format.	
CRITERIA:	No.	Learning Outcome assessed
	1	Conceptual strength and creativity
	2	Critical reflection
	3	Technical ability and application of design methods and research strategies to inform creative outcomes
	4	Professional communication and presentation
GENERIC SKILLS:	Communication, Problem solving, Applying technologies	

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

There are no required/recommended resources for this course.

8.2. Specific requirements

Depending on project topic choice, students might have responsibility for obtaining fabrication materials or access to specialist software. In the latter case, use of student or free versions will be encouraged.

9. How are risks managed in this course?

Risk assessments have been performed for all field activities and low to moderate levels of health and safety risk exists. Moderate risks may include working in an Australian bush setting, working with people, working outside normal office hours for example. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- (a) The final mark is in the percentage range 47% to 49.4%; and
- (b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:

- (a) One day: deduct 5%;
- (b) Two days: deduct 10%;
- (c) Three days: deduct 20%;
- (d) Four days: deduct 40%;
- (e) Five days: deduct 60%;
- (f) Six days: deduct 80%;
- (g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:

Less than 15 minutes: No penalty
From 15 minutes to 30 minutes: 20% penalty
More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- [UniSC Student Central](#)
- [UniSC Adelaide Student Central](#)