



Course Specifications

Course Title:	ceramics Design studio
Course Code:	411AAD-4
Program:	Bachelore in Applied Arts
Department:	Applied Arts
College:	Faculty of Architecture and Design
Institution:	JAZAN UNIVERSITY

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A. Course Identification

1. Credit hours: 4 H
2. Course type
a. University <input type="checkbox"/> College <input type="checkbox"/> Department <input checked="" type="checkbox"/> Others <input type="checkbox"/>
b. Required <input checked="" type="checkbox"/> Elective <input type="checkbox"/>
3. Level/year at which this course is offered: Level 7 3 rd year
4. Pre-requisites for this course (if any): -
5. Co-requisites for this course (if any): Computer lab

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom - practical	8	100 %
2	Blended	-	0 %
3	E-learning	-	0 %
4	Correspondence	-	0 %
5	Other	-	0 %

7. Actual Learning Hours (based on academic semester)

No	Activity	Learning Hours
Contact Hours		
1	Lecture	0
2	Laboratory/Studio	8*15=120
3	Tutorial	0
4	Others (specify)	4
	Total	124
Other Learning Hours*		
1	Study	3*15=45
2	Assignments	2
3	Library	1.5
4	Projects/Research Essays/Theses	0
5	Others (specify)	0
	Total	46.5

* The length of time that a learner takes to complete learning activities that lead to achievement of course learning outcomes, such as study time, homework assignments, projects, preparing presentations, library times

B. Course Objectives and Learning Outcomes

1. Course Description

- 1- To advance the understanding of designing, with particular attention to the practitioners, the principles and practice of different kinds of ceramics product design and their technological bases.
- 2- To provide opportunities for students to develop skills, values and attributes, and to acquire knowledge and understanding, relevant to the needs of ceramics product design and different technology according to kinds of ceramics product (tableware , tiles , sanitary ware).
- 3- To develop and foster imaginative and creative abilities, both individually and in teams;
- 4- To enable students to develop effective communication skills, including those required for technical presentation

2. Course Main Objective

Training students to use graphics program – image modification, drawing, 3 D modeling,

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge:	
1.1	Understand the design methodology and stages of design process according to the type of product.	K1
1.2	Understanding the relationship between ceramic product design and social, cultural and environmental context determinants.	K2
2	Skills :	
2.1	Presenting their ideas using appropriate visual and expression tools (models, computer models, free perspective	S3
2.2	Able to create ceramic products in two-dimensional and three-dimensional.	S1
3	Competence:	
3.1	Capable of developing their creative capabilities, both individually and collectively, and conforming to the standards and values of ethics of the profession.	C5
3.2	Able to develop the ceramic product to suit the context variables and achieve continuous development.	C3

C. Course Content

No	List of Topics	Contact Hours
1	Introduction to the design of industrial product of ceramics (tableware and Sanitary ware) and design of architectural ceramics (tiles)	1
	Simulation and redesign exercise for the development of visual culture and visual perception	2 :3
2	The first project presentation (semi 3D tiles for architecture facades and interior design– mass productions) the source of design is open according to students , select the concept of design , and start sketches .	3 : 4
3	Developing design by using different materials .origami , clay , foam , drawing .	5:6
4	Make first model of primary design by computer programs – sketch up , 3Dmax and Photoshop – and make modifications according to production methods , function analyses , materials , fixing type.	8 : 9
5	Make model for final design , presentation final product in architectural context .	10 :12

...	Design posters and portfolio includes design methodology and steps –8 poster A3size + design portfolio	13 : 14
	The second project presentation(design tableware , or tableware accessories – mass production) elements of design is historical source or geometric shapes . Select the concept of design , and start sketches .	3:4
	Discussion, evaluation the primary aides and using different materials .origami , clay , foam , drawing .	5:6
	Make first model of primary design by computer programs – sketch up, 3Dmax and Photoshop, and make modifications according to production methods, function analyses , materials .	8 : 9
	Make model for final design .	10 :12
	Design posters and portfolio includes design methodology and steps –4 poster A3size + design portfolio	13 : 14
	The third project presentation (2D ceramics tile for mass production) nature is a source of design, begin of sketches	3:4
	Discussion, evaluation the primary aides and using different applications, like illustrator, Photoshop plus hand drawing and painting.	5:6
	Discussion, evaluation the primary design, and make modifications according to production methods function analyses, materials.	8 : 9
	Make final design , presentation final product in architectural context .	10 :12
	Design posters and portfolio includes design methodology and steps –8 poster A3 size + design portfolio	13 : 14
	WORK SHOP AND MIDDTERM EXAM	7
	Final evaluation for three project .	15
Total		

D. Teaching and Assessment

1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge		
1.1	Understand the design methodology and stages of design process according to the type of product.	lecture PowerPoint presentation Discuss about ceramics product	Objective test
1.2	Understanding the relationship between ceramic product design and social, cultural and environmental context determinants.		
2.0	Skills :		
2.1	Presenting their ideas using appropriate visual and expression tools (models, computer models, free perspective	Brain storming Design Practical Self – education	Objective test Design Assessment
2.2	Able to create ceramic products in		

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
	two-dimensional and three-dimensional.		
3.0	Competence:		
3.1	Capable of developing their creative capabilities, both individually and collectively, and conforming to the standards and values of ethics of the profession.	Cooperative Learning Practical work Design projects posters	Design Assessment
3.2	Able to develop the ceramic product to suit the context variables and achieve continuous development.		

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Simulation and redesign exercise for the development of visual culture and visual perception	2 : 3	5 %
2	The first project presentation (semi 3D tiles for architecture facades and interior design- mass productions)	3 : 13	45 %
3	The second project presentation (design tableware , or tableware accessories – mass production) elements of design is historical source or geometric shapes . Select the concept of design	3 : 13	
4	The third project presentation (2D ceramics tile for mass production) nature is a source of design, begin of sketches	3 : 13	
5	Workshop , midterm test	7	10 %
6	Final evaluation	14	40 %
7	Final exam	End of the semester	6.66 %

The three projects work in parallel

*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice. (include amount of time teaching staff are expected to be available each week)

According to Academic Advising program in department

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Grillo , pall Jcques ; “form function and design “. Peter King : Architectural Ceramics for the Studio Potter: Designing, Building, Installing Alexander , Christopher : the nature of order an essay on the art of building and the nature of the universe
Essential References Materials	International design journals , Researchgate .com

Electronic Materials	Design seeds .behance , slide share , pinterest. International design journals , Researchgate .com. Slideshare.com
Other Learning Materials	fab lab with CNC machine AND 3D PRINTER to applied design models

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Computer labs with 20 computer.
Technology Resources (AV, data show, Smart Board, software, etc.)	software (sketch up , illustrator and Photoshop, RHINO CEROS, V-RAY)data show in design classroom
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	fab lab with CNC machine AND 3D PRINTER to applied design models

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of teaching and assessment .	Student	Online system course evaluation. Indirect Objective test . direct
Quality of learning resources	Student	Online system course evaluation. Indirect Objective test . direct
Course learning outcomes	Student	Course learning outcomes survey . Indirect

Evaluation areas (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)

Evaluators (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)

Assessment Methods (Direct, Indirect)

H. Specification Approval Data

Council / Committee	
Reference No.	
Date	