

ENGR 3010 DESIGN STUDIO 4: INNOVATION THROUGH SYSTEMS THINKING

Credit Points 10

Legacy Code 301080

Coordinator Mauricio Novoa ([https://directory.westernsydney.edu.au/search/name/Mauricio Novoa/](https://directory.westernsydney.edu.au/search/name/Mauricio%20Novoa/))

Description From 2020, this unit will be replaced by 301292 - Biomechanics in Product Innovation. This unit explores strategies for Industrial Design within the complex context of design work in the 21st century. Students will carry out projects in user-centred design, developing an innovative responses to a semi-open and open briefs using the CDIO (Conceive, Design, Implement, Operate) process. The projects will range from low fidelity cardboard prototypes to more fully developed everyday products and services that can be implemented and operated to meet an identified user need.

School Built Environment

Discipline Other Engineering And Related Technologies

Student Contribution Band HECS Band 2 10cp

Check your fees via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 3 subject

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Group Task	Mandatory
Assessment 1: Functional design to meet a context brief and report in teams.	*prototype and 2500 words.	30	N	Group	
Assessment 2: Ethnograph study with model, report and presentation	*prototype and 1200 words, e-portfolio submission of at least 5 pages of established content, 3*A3 posters, and 10 minutes presentation	30	N	Individual	

Assessment 3: Functional design and presentation to meet a context brief as product service system.	*Photo-ready rapid prototyped model and presentation 10 minutes to meet presentation and e-portfolio submission.	40	N	Individual
---	--	----	---	------------