

NEGOTIATED LEARNING TASK 2 (NLT2)

BSc CAD DMD Level Six

Negotiated Placement Task 2

Proposal Form

Name: - Lucy Hopkins

Overview of the project

Briefly describe the task, the relevance of your industrial partner, the role that you will be able to fulfil and the way that this will enhance your learning.

Project 1: The project as part of NLT2 will be carried out over the second semester of year three. It will entail a personally lead project that combines art with my design specialism. The length of this project will be a maximum of five weeks. This will provide enough time to devote my efforts on dissertation writing in the remaining half of semester two.

This project is relevant to my degree as it will allow me to draw on learning from previous years at university - including all my skills learnt in Fusion360, Archicad, and Twinmotion. The outcome will be a series of interesting and unique models that will also represent my personal creativity. The project will also be a leading choice to showcase to future employers.

What key opportunities will this task offer you in the following areas

1. Design Practice

- To draw on all knowledge and basic principles of Computer Aided Design learnt throughout my time at university.
- Use and improve these skills, including 2D/3D physical and digital drawing, to visualize my project ideas.

2. Technology (inc. software skills)

- Further my understanding to an industry level in the CAD software of choice (Fusion360, & Archicad).
- Utilise industry post-production software (e.g., Twinmotion) to enhance the project outcomes further.

3. Processes (Development Processes, Project Management / Time Management etc.)

- Create the possibilities and limitations of my project when setting my own 'design parameters'.
- Plan and organize my own project (using a Gantt Chart), from research to personal reflection.

4. Critical Analysis (Reflective Processes / research skills)

- Keep all research, including information on this modules Sustainability Development Goal, and direct sources to use in future projects and for my general knowledge.
- Maintain a written and visual timeline of the project to track my progress. This will be important in future projects and personal reflection, and for presenting the project on my website.

Learning Outcomes

Please indicate how each outcome will be met in relation to the key opportunities that you have described above (Drag the ticks to the appropriate boxes add more if needed)

	1	2	3	4
Design creative products and/or environments that are attractive, easy to use and fit for purpose			✓	
Demonstrate a critical understanding of the principles of user centred/ experience design, with the sensibility and ability to select and assess appropriate materials for their designs				✓
Develop detailed concepts, narratives, and engaging content for a variety of platforms highlighting areas of specialism and interest as a method for self-promotion			✓	
Effectively assess and document the process of a project from outline business proposals through specifications, client changes and reviews			✓	
Critically assess and use a range of methods to test the integrity and feasibility of their design, effectively and thoroughly prior to production			✓	

Agreed Assessment Submission

Project Outcome (This will include):

- A CAD model of an art piece (sculpture/painting), both rendered and presented in technical drawing sheets.
- An architectural visualization of a gallery that 'shows off' the final models in a realistic and immersive way.

Project Portfolio (This will include):

- A full visual and verbal timeline of each project design process on my website, from initial ideas to product outcome.

Process Report (This will include):

- A visual representation of the project journey via a Gantt Chart, highlighting points of key insight and personal growth.

Signed & Agreed by: -

Placement Representative _____

Supervising Tutor _____

Student _____