

Course outline

*CUA30715 Certificate III in
Design Fundamentals*



This Course Outline applies to Young Rabbit Pty Ltd (ABN: 28 003 381 182 RTO number: 90396) trading as Australian Pacific College CRICOS Provider: 01331F

Welcome to Australian Pacific College and to your Design Fundamentals course. We hope you enjoy your time at Australian Pacific College and that you find the course a useful program for your professional development in the field of Design. In this booklet you will find information about our design course: CUA30715 Certificate III in Design Fundamentals.

CUA30715 Certificate III in Design Fundamentals

Aims

APC's CUA30715 Certificate III in Design Fundamentals will introduce students to foundation skills to launch their career in a creative industry. Students will experience a variety of projects to begin shaping their design style and inform their progression to an area of specialisation. Building from a base of history and theory students will follow the design process and collaborate with their peers to explore colour, drawing, 2D & 3D, typography, page layout and industry software.

Job roles

This qualification reflects the role of individuals who are developing a broad range of technical and conceptual design skills and who take responsibility for own outputs in work and learning. Practice at this level is underpinned by the application of introductory design theory and history.

Possible job titles include:

- Graphic Operator
- Digital Artist
- Junior design assistant

Licensing/Regulatory Information

No licensing, legislative or certification requirements apply to this qualification at the time of publication.

Duration

The expected duration for the CUA30715 Certificate III in Design Fundamentals is 2 Terms/6 months which is considered as Full Time study. Domestic students may study the course part time with a maximum duration of 1 year. Students who are identified as having difficulties in completing the course in the required duration may be able to extend their course as per APC's Intervention Policy. NOTE: Due to college closure over the Christmas/New Year period the maximum course length for students studying at this time is 28 weeks.

Entry Requirements

ACADEMIC -

Successful completion of Australian Year 10 or equivalent at minimum. For more information please visit our website apc.edu.au.

ENGLISH LANGUAGE PROFICIENCY -

International students - Successful completion of 8 weeks of General English at Intermediate level or equivalent (plus 80% attendance) at English Unlimited or 10 weeks at other approved providers.

Materials

APC will provide students with comprehensive course documents for each subject including a subject outline and assessment tasks which include extensive reading lists and links to instructional Videos and lectures.

Each student is required to have their own laptop computer or other suitable computing device and access to appropriate software such as Adobe Creative Cloud software and SketchUp. Students can also expect to supply themselves with limited graphic design materials such as sketch books, journals, coloured pens and pencils.

Course Structure

The course is delivered in four subjects. These are delivered as shown below. You will receive a timetable that indicates the times of your scheduled lectures and tutorials.

Term	Subject	Competencies
1	The Design Process	BSBDES201 Follow a design process BSBDES302 Explore and apply the creative design process to 2D forms BSBDES301 Explore the use of colour
1	Design Periods	BSBDES305 Source and apply information on the history and theory of design CUAGRD302 Use typography techniques ICPPRP224 Produce pages using a page layout application
2	Exploring 3D through Objects and Space	CUAACD301 Produce drawings to communicate ideas BSBDES303 Explore and apply the creative design process to 3D forms CUAACD302 Produce computer-aided drawings
2	The Design Workplace	BSBDES304 Source and apply design industry knowledge BSBWHS201 Contribute to health and safety of self and others CUAPPR304 Participate in collaborative creative projects

Assessment Schedule

Assessment methods in design include but are not limited to:

A Projects – Short and Research

These tasks are often used as final assessments for higher level qualifications, (Diploma and Advanced Diploma) where students have more extensive work and life experience and use case studies, design projects and scenarios to showcase their learning.

B - Teacher Questioning

This formative assessment is used throughout the term, especially in the tutorial setting to test whether a student has understood the key concepts presented in the lectures.

C - Written and Verbal Responses to exams and collaborative assessments

These assessments take many forms and are generally used to test key concepts where students are able to show how they would apply their understanding of key concepts in the workplace.

D - Observations with Checklists and Self Assessment

These observations and self assessments are primarily used during class for knowledge checking to ensure students are in a position to achieve competence.

E - Diary/Journal/Portfolio

Documents such as these are primarily used by students enabling them to keep or put together evidence of their learning process and results.

F - Role Play /Oral Presentation/Simulations

Role plays and oral presentations are used by APC trainers to ensure the student is able to apply key concepts in workplace simulations and are useful in assisting students practice workplace situations.