10 Point Chronology for ‘Live’ Design Briefs | Timeline overview

- Welcome & module overview
- Hand out of brief ‘pack’
- Roughs deadline
- Visiting designer talk to students
- All work is peer assessed
- Hand in of all work & mini exhibition/review

1. Module start
2. Client visit & talk with Q&A
3. Module trip in support of the brief
4. Prototype deadline & client review of work
5. Tutorials
6. 1x Semester
7. Module finish
Module support blog

Typical contents

- Weekly updates
- Examples of work ongoing
- Coverage of trips
- Coverage of practitioner talks
- Client feedback on work
- Repository of weekly content
- Links to press
- Links to external design refs

All support files are password-protected
- All pictures used have consent

10 Point Chronology for ‘Live’ Design Briefs | Session planner & blog

Interim deadlines | Client input | Primary research | Taught sessions | Support sessions

1x Semester
Typical session contents

- Give context to brief
- Discuss the key design ‘asks’
- Discuss brief timings/visits
- Take Q&A
- Normally documented in pics
- Normally audio-recorded & lodged on the module’s support blog.
- Remainder time used to deliver additional linked content
Typical session contents:

- Normal content delivery
- Meet in 'learning teams' to review initial progress, research findings & sketches
- Good practices highlighted
- Any remaining time is dedicated to tutorials
Typical research visit includes

- Visit to specific site or Museum
- Yr3 = free, yr 2 = subsidised travel
- Personal learning blog task set
- Remainder time = free time

Benefits include

- See examples of design work in situ
- Gather additional primary research
- Galvanising effect on groups

10 Point Chronology for ‘Live’ Design Briefs | Research visits

1. Interim deadlines
2. Client input
3. Primary research
4. Taught sessions
5. Support sessions
6. 1x Semester
Typical contents

- Display of all final concept work on design boards
- Submission of written reports and design boards
- Client review of submissions and immediate feedback

"It was great to see the final examples of student work, many of them had really got to grips with the Teme Valley Tour visual system brief too - we look forwards to developing some of these project ideas further." Mal Salisbury, MHDC Economic Devt.

"I liked that the fact that it was a real/live brief and the flexibility of the brief" Design student feedback

"Overall I’m extremely happy with this module and would recommend it to anyone." Design student feedback

---

10 Point Chronology for ‘Live’ Design Briefs | Final submission & display

- Interim deadlines
- Client input
- Primary research
- Taught sessions
- Support sessions

1x Semester
10 Point Chronology for ‘Live’ Design Briefs | After student involvement

- Interim deadlines
- Client input
- Primary research
- Taught sessions
- Support sessions