

## Materials, Processes and Drawing program summary | People, Technology + Organisation

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	Unit 9	Unit 10
Tier 1 Common Basic Framework	Insight Development		Experience and Imagination		Prototyping and Modelling					
Concept	Materials, Processes and Drawing Inquiry	Researching, Recording and Responding	Design Principles I: What Design Can Do, What Design Should Do MPD-	Design Principles II: Drawing and Making Techniques	Modelling and Prototyping Principles	Critical Engagement and Evaluation				
Practice	Project 1	Project 2			Final Project					
Specialisation Modules	Personal Development Plan (PDP)	Journaling Using a Sketchbook	Using Reference Material	Art, Design and Craft	Iteration Processes	Designing for a Non-design Audience				
Assessments										Final Assessment Submission (optional for e-certificate)
Tier 2 Common Basic Framework							Value Creation	Leadership and Negotiation		Innovation and Entrepreneurship
Concept							Preparation and Progression to Higher Education	Preparing a Portfolio of Work	Communicating Your Work to a Design Audience	Launchpad to Further Projects
Practice							Final Project (continued)			
Specialisation Modules							Aesthetics and Function	Creative Industry Pathways	What to Expect at an Interview	Course Reflection and Feedback
Credits	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5

### Legend for codes and units

MPD-T1-ID-D1  
 Program-Tier-Principle-Unit  
 C=Concept  
 P=Practice  
 SM=Specialisation Module

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