

Thank you for your interest in our BA or BSc (Hons) Design and Innovation.

This fact sheet gives an overview of what you'll study at Stages 1, 2 and 3 of the qualification, and provides links to more detailed module descriptions.

Design and innovation have a huge impact on society well beyond the creative industries – finding solutions to problems that affect every aspect of our lives.

The Open University is at the forefront of teaching in this field; with a reputation for producing ground-breaking modules featuring online design studios, social networking, and inspiring study materials.

This degree enables you to study one additional subject alongside design and innovation – choosing from arts, business, design engineering or environment. You'll develop your understanding of the huge impact that design can have, and gain knowledge and skills that will be useful in a wide range of careers. Your study will focus on three key aspects: the process of design; working with and for others; and applying design and innovation in real-world contexts. Each of the core modules has a significant practical component.

Design at the OU is not focused on specific disciplines such as product or graphic design but rather addresses design in terms of design thinking and process, exploring how design and innovation can be applied in real world contexts.

Career relevance and employability

A design and innovation approach can bring value to almost any activity, and is increasingly in demand with employers – for example in education, business, local government, leisure services, engineering, environment, and health.

This degree will equip you to apply design and innovation skills in such 'embedded contexts' – areas outside the creative industries that are not traditionally thought of as 'creative', but nevertheless benefit hugely from the creativity that comes with design and innovation.

As you study, you'll apply the thinking, methods, and techniques you learn to your own context, enabling you to produce a portfolio of highly relevant design work.

Key facts

Start date

Oct 2016 (registration closes 08 Sep 2016)

Feb 2017 (registration closes 05 Jan 2017)

Course code

Q61

Credits

360

How long it takes

Part time – 6 years

Full time – 3 years

Time limit – 16 years

Course cost

See [Fees and funding](#)

Entry requirements

See [Am I ready?](#)

What you will study

Stage 1

120 credits required

Design and innovation (all routes)

Your first module, *Design thinking: creativity for the 21st century* (U101), introduces the basics of the design process and creative thinking. You'll sketch and model prototypes and produce a portfolio of work in an online design studio environment, and explore issues such as: design and the individual; designing for others and with others; design and society; and the global impact of design.

Stage 1 modules in your chosen second subject:

Arts

The arts past and present (AA100) is a broad and fascinating introduction to a range of arts disciplines across multiple cultures and historical periods, including history, philosophy, music and English.

Business

An introduction to business and management (B100) will introduce you to the different internal and external elements of a business and help you understand the context in which a business operates.

Design engineering

You'll begin with *Engineering: origins, methods, context* (T192), an introduction to engineering and design engineering, integrating key scientific concepts, mathematical techniques and study skills needed to support further studies in design engineering.

Next, in *Engineering: frameworks, analysis, production* (T193) you will explore patents, standards, manufacturing and materials, and be introduced to mathematical topics including calculus.

Environment

In *Environment: journeys through a changing world* (U116) you'll investigate contemporary environmental topics, drawing perspectives from the social sciences, science and technology to explore the issues arising from environmental challenges across the globe. You'll also develop the key skills and concepts needed to understand our changing world.

What you will study

Stage 2

120 credits required

Design and innovation (all routes)

Design essentials (T217) uses case studies to explore professional aspects of the design process. You'll continue to develop your practical skills – learning the basics of 3D computer modelling in addition to hand-drawn sketches – and investigate: design principles, designing for people, creativity and design, embodying design, materials and manufacturing.

Stage 2 modules in your chosen second subject:

Arts

Exploring art and visual culture (A226) focuses on art from historical and contemporary perspectives, asking fundamental questions such as: 'What is art, and why do we need it?'. You will investigate different periods and styles of art – including the renaissance, baroque, impressionism, and modernism – and gain valuable critical insight into design history.

Business

You'll look in more detail at the distinct functions of a business in *Business functions in context* (B203), extending and enriching your Stage 1 studies. For example, you'll explore complex and interwoven factors that a business has to contend with, such as operations management, information management, and financial and accounting systems.

Design engineering

Engineering: mechanics, materials, design (T207) investigates how engineers solve technical problems through modelling and analysis – focusing on topics such as statics and dynamics; energy and endurance; and mathematical modelling.

Environment

Environment: sharing a dynamic planet (DST206) examines how environmental change has varied during the Earth's history; and the role of natural factors and human activity. You'll examine scientific and political uncertainties surrounding climate change, the provision of fresh water and sustainable agriculture; and why these issues are the source of social and political conflict.

What you will study

Stage 3

120 credits required

Design and innovation (all routes)

Innovation: designing for change (T317) considers innovation across a wide range of disciplines – how it comes about, how it develops, and how it is received – underpinned by ideas of sustainability and social responsibility. A final assessed project brings together everything you've learned.

Stage 3 modules in your chosen second subject:

Arts

Art of the twentieth century (AA318) will consolidate and build on your critical knowledge, exploring contemporary conceptions of art, changing forms and media, the role of gender and identity, postmodernism and globalised culture.

By the end of your degree you'll have a strong, practical understanding of how design and innovation relates to the arts, and a good critical awareness of art and design history.

Business

Investigating entrepreneurial opportunities (B322) with *Marketing and society* (B324) will explore how to get new business ideas off the ground, plan and appraise projects, analyse potential markets; and then apply marketing concepts and theories to your own professional context.

Alternatively, you could study *Making sense of strategy* (B301), which focuses on strategic thinking and planning – using independent enquiry and collaborative working to examine the ideas and approaches that have influenced organisational strategies.

Design engineering

Structural integrity: designing against failure (T357) explores advanced engineering techniques such as stress analysis; failure modes and effects analysis; and complex materials behaviour.

Then in *The engineering project* (T452), you'll demonstrate the concepts of design and engineering that you've learned throughout your studies – graduating with a strong, practical and analytical understanding of the relationship between the two disciplines, and the ability to solve technical challenges using creativity and analysis.

Environment

The environmental web (U316) investigates the interdependence of environment and human activities; the consequences of environmental change; and how to act in the face of uncertainty. You'll also explore and appraise environmental materials on the internet. You'll finish your studies with a strong, practical understanding of how design and innovation can contribute to positive environmental action.

Module summary

➔ Click on module titles for detailed module descriptions.

Qualification structure and module availability is subject to change.

Stage 1 module summary

120 credits required

Module name	CREDITS	CODE
Design and innovation (all routes)		
Compulsory module – 60 credits		
<i>Design thinking: creativity for the 21st century</i>	60	U101
Arts		
Compulsory module – 60 credits		
<i>The arts past and present</i>	60	AA100
Business		
Compulsory module – 60 credits		
<i>An introduction to business and management</i>	60	B100
Design engineering		
Compulsory modules – 60 credits		
<i>Engineering: origins, methods, context</i>	30	T192
<i>Engineering: frameworks, analysis, production</i>	30	T193
Environment		
Compulsory module – 60 credits		
<i>Environment: journeys through a changing world</i>	60	U116

Stage 2 module summary

120 credits required

Module name	CREDITS	CODE
Design and innovation (all routes)		
Compulsory module – 60 credits		
<i>Design essentials</i>	60	T217
Arts		
Compulsory module – 60 credits		
<i>Exploring art and visual culture</i>	60	A226
Business		
Compulsory module – 60 credits		
<i>Business functions in context</i>	60	B203
Design engineering		
Compulsory module – 60 credits		
<i>Engineering: mechanics, materials, design</i>	60	T207
Environment		
Compulsory module – 60 credits		
<i>Environment: sharing a dynamic planet</i>	60	DST206

Module summary

➔ Click on module titles for detailed module descriptions.

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Stage 3 module summary

120 credits required

Module name	CREDITS	CODE	
Design and innovation (all routes)			Design engineering
Compulsory module – 60 credits			Compulsory modules – 60 credits
<i>Innovation: designing for change</i>	60	T317	<i>Structural integrity: designing against failure</i> 30 T357
Arts			<i>The engineering project</i> 30 T452
Compulsory module – 60 credits			Environment
<i>Art of the twentieth century</i>	60	AA318	Compulsory modules – 60 credits
Business			<i>The environmental web</i> 60 U316
Optional module(s) – 60 credits			
Select from:			
<i>Investigating entrepreneurial opportunities</i>	30	B322	
<i>Making sense of strategy</i>	60	B301	
<i>Marketing and society</i>	30	B324	

FIND OUT MORE

Go to the [online description](#) to find out more about how much time you need to study, how to apply, and your [fees and funding](#) options.

www.open.ac.uk
+44 (0)300 303 5303

Student Recruitment Team
The Open University, PO Box 197
Milton Keynes, MK7 6BJ, United Kingdom

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