

BA Design Programme

AD211, AD212, AD214, AD217, AD218, AD219, AD220, AD222, AD223, AD224

PROGRAMME SPECIFICATIONS

Programme title	BA Design		School	School of Design
Head of School	Professor Alex Milton			
Resulting awards	AD211 BA Fashion Design AD212 BA Product Design AD214 BA Textile and Surface Design AD217 BA Illustration AD218 BA Graphic Design AD219 BA Jewellery & Objects AD220 BA Moving Image Design AD222 BA Interaction Design AD223 BA Design with Critical Cultures AD224 BA Design and Visual Culture All qualifications also available as (International) Higher Diploma in Design (exit award only)			
Level	Level 8 on the National Framework of Qualifications	ECTS credits¹	180 ECTS credits, or 240 credits with the addition of Studio + year	
University award	Honours Bachelor Degree	Programme type	Undergraduate degree delivered fulltime over three years, (or four years with Studio + option)	
Programme Co-ordinator	John Paul Dowling (Communication) Sam Russell (Product Design) Bernie McCoy (Body & Environment)	Programme team	Schools of Design, Visual Culture and Education staff	
External Examiners	Illustration	Darryl Clifton	Camberwell College of Arts	
	Product Design	Justin Magee	Ulster University	
	Jewellery & Objects	Giles Last	Central Saint Martins / UAL	
	Moving Image Design	Paul Plowman	Designer www.paulplowman.tv	
	Fashion Design	Lee Harding	Sheffield Hallam University	
	Graphic Design	Paul Bailey	Royal Academy of Fine Arts (Belgium)	
	Interaction Design	Eva Verhoeven	University of the Arts London	
	Textile & Surface Design	Collette Paterson	Edinburgh College of Art	

¹ European Credit Transfer and Accumulation System, where 60 ECTS credits equate to the workload of a full-time academic year

1. Programme Aims and Objectives

Introduction

The programme pathways within the School of Design's undergraduate degrees share generic aims and a common structure. This provides a coherent structure for the organisation, delivery and assessment of the programme while allowing each pathway to retain its own specialist practices, methods and competencies. Delivered by academic staff who are leading practitioners and researchers in their specialist fields, the curriculum is centred on contemporary discourses and practices. It spans a wide array of subject disciplines and engages with a variety of media, technologies, images, artefacts, texts, cultural contexts and professional practices.

Programme Aims

The School of Design's undergraduate programme pathways share a common modular structure, providing a framework for the different disciplinary cultures within the School of Design to flourish.

Successive modules allow students to develop their specialist practice, their professional, technical and organisational skills and their knowledge and application of critical contexts.

Overall Programme Aims

The overarching programme seeks to:

- promote a commitment to excellence as the prevailing standard for each activity within the School of Design;
- develop in students the ability to research and generate ideas relevant to the solution of design problems through specialist subject provision;
- develop in students a strong visual vocabulary in order to externalise ideas;
- develop in students a spirit of initiative and adventure both in developing their own work and in serving their clients and audiences;
- develop in students the capacity for both independent and group enquiry and research at a level expected of third level study;
- develop students' ability to make informed value judgements by which to assess their work and the work of others;
- develop in students sufficient manual skills and technical knowledge to control production processes related to their area of study and discipline;
- develop in students the communications skills, both verbal and written, appropriate to their studio work;
- develop students' understanding of the cultural, historical, industrial and professional contexts of their subject;
- develop students' understanding of the ethical and professional principles involved within the field of activity.

2. Disciplinary Pathways

The BA Design programme has a series of disciplinary pathways which lead to distinct disciplinary awards:

BA Fashion Design

Fashion Design aims to educate students to become professional practitioners in the field of fashion and related industries. Students are encouraged to have an awareness of fashion in its social and cultural context and to bring that understanding to their work. The department places great value on its industry and professional links that gives students an insight into real-world commercial requirements. Emphasis is placed on developing informed, creative designers, who are prepared for the needs of industry.

As a Fashion Design student you will learn about the design process as it applies to the fashion industry. Elements covered include visual research, drawing, design process, fashion design, knitwear design, pattern cutting, garment construction, illustration presentation, manufacturing techniques and market research. There is a focus on understanding fashion in context and students will undertake field research, trend analysis, customer profiling and branding within a wide range of contexts for the fashion industry. There is an opportunity to link with industry partners on live collaborative projects. Students will also be able to develop links with historical fashion and material culture through the practical application of visual culture research.

BA Graphic Design

Graphic Design is a field rather than a discipline, and in its many forms, makes an increasingly powerful contribution to the cultural and economic life of contemporary society. It exists in the public domain, is an indicator of current cultural thinking and is a catalyst for social, cultural, political and economic change.

As a Graphic Design student, you will be encouraged to apply design methodologies to new and diverse creative remits, the outcomes of which may not necessarily be aesthetics or products, but rather work that challenges, redefines and proposes new roles for the designer and design in contemporary culture. Our distinctive approach focuses on design as a means for communicating meaningful messages, gathering content, organising information, creating and presenting narratives and experiences, while always looking to affect change.

BA Illustration

Illustration is a powerful visual language which defies boundaries and extends across all art and design disciplines. Traditionally it was associated with bringing words to life in the publishing industries and in advertising campaigns, however, through the explosion of new technologies and media, illustration has never enjoyed such currency and is now encountered in every aspect of our daily lives.

In a culturally-rich and dynamic environment, students will be encouraged to develop their image-making skills and problem-solving abilities throughout the programme; whilst constantly being challenged to create original work that is strong in content and aesthetically engaging. Thorough research is an on-going necessity so that students will be able to respond to diverse and demanding project briefs, guided by enthusiastic and experienced staff.

BA Interaction Design

From apps and websites to connected products and wearable technologies, interaction design is about designing to support the way people communicate and interact in their daily lives, at home, work or play. Interaction design is fundamentally about imagining things as they might be, not necessarily as they are.

Interaction Design ranges from apps on a phone to large scale online interfaces, from smart objects to interactive installations. It explores the relationship between people and technology at home, work or play. Through first hand research you uncover needs which will be then solved by creating engaging experiences for now or in the future.

The curriculum exposes students to a wide range of topics, ranging from design for screen-based interactions for web and apps, to service design, to interactive products, and installations. It is built around a core belief in human-centred design with students developing the research and innovation skills that will allow them to design meaningful and desirable digital products.

BA Jewellery & Objects

Jewellery & Objects at NCAD embraces many different types of creative practice. Students are supported to develop the skills to pursue personal expression through the gallery market or to forge a career in industry.

Jewellers are encouraged to create designs that challenge notions of the body, fashion, gender, and the environment. Students develop skills in working with precious metals, and experiment with non-traditional materials, such as paper, textiles, plastics and 3D printing. Object makers and silversmiths explore the interaction between materials and ideas, through the creation of domestic objects and products, exploring form, function and processes.

With individual bench spaces, machine workshops and studio, the programme provides the perfect environment to experiment and explore in pursuit of personal expression. Students develop a personal creative identity and proficiency in design and technique, and learn through a mixture of workshops, lectures, tutorials and, most importantly, through their own practice.

BA Moving Image Design

Stories and how we tell them are at the core of human narrative. We exist in a world where the screen holds powerful cultural capital. Responding to developments in an ever-changing landscape, this programme of study offers a range of approaches at the nexus of traditional communication and the evolving world of digital media. The programme provides a range of exciting and expressive ways to tell a story, communicate an idea or to create an emotive response.

Students have the opportunity to explore a range of media and approaches, including various methods of animation, motion graphics, special FX, interaction, live action, dramatic and short-form documentary filmmaking.

The programme is founded on strong design principles of research, content-generation and development, problem-identification and problem-solving. We value experimentation and thinking over ready-made and easily identifiable solutions, and we encourage processes that will develop our students' individual style and voice.

BA Product Design

From chairs and lights to consumer products and environmental objects, product design is about enriching quality of life, whether in the home, workplace, or public domain. It can provide ways of answering unmet needs, improving function and appearance, or offer new ways of critically engaging with objects and experiences. Product Design is fundamentally about making things better.

The curriculum addresses all the stages and activities involved in the creation of a new product – from concept design to manufacture, to prototyping to marketing. It encourages students to challenge conventions and to think about the subject in new and exciting ways. It is built around a core belief in human-centred design with students developing the research and innovation skills that will allow them to design meaningful and desirable products and experiences.

BA Textile & Surface Design

The BA Textile & Surface Design programme will help you to develop your full creative potential as a designer of the surfaces that will surround us in the future.

Throughout the programme you will develop your knowledge and expertise through the use of traditional and new design and production processes. You will be encouraged to challenge the possibilities for Textile and Surface Design and develop a broad range of skills that will allow you to pursue a career in the textile and surface design industries for fashion, accessories, interiors and the broader design field. The programme is driven by design briefs and producing design outcomes for fabrics and other materials and surfaces. NCAD offers a range of facilities for realising textile design work including digital print, screen print, transfer print, loom-weaving, knit and laser cutting.

3. Programme Outcomes

On successful completion of the programme, students will be able to:

- Demonstrate knowledge and understanding of the broad field of Design and familiarity with key debates of their chosen discipline;
- Apply knowledge and understanding through written, spoken and visual communication apply theoretical knowledge of Design to new aspects of contemporary practice;
- Make judgements through traditional academic practice, display an awareness of a broad range of theoretical positions, their histories, strengths and weaknesses;
- Work in both a self-directed manner and within a team approach in order to establish solutions for the imaginative delivery of Design today to various audiences;
- Demonstrate the successful acquisition of a range of independent learning competencies including a range of research based and professional skills which might assist the student in their transition to postgraduate provision or the world of work.

Stage Outcomes

Year 1

On successful completion of Year 1 of the programme, students will be able to:

- develop creative responses, ideas, attitudes and skills for studying Art and Design;

- appreciate and understand the appropriateness of a wide range of professional abilities and diversity of methods and approaches to their individual creative development;
- identify a choice for specialist study, relevant to their abilities and aspirations (end of the Autumn Trimester);
- develop initiative, confidence, constructive, analytical and critical abilities and transferable skills;
- understand key theories, contexts and debates in contemporary art, design and visual culture and to the cultural and professional contexts necessary for the creative development of their practice;
- understand fundamental concepts and approaches employed in the study of visual culture;
- articulate their ideas in a clear, cogent manner and establish rigorous methodological practice.

Year 2

On successful completion of Year 2 of the programme, students will be able to:

- demonstrate a broad knowledge of the context, defining features and methods of their design discipline;
- critically analyse, evaluate and develop concepts applicable to design projects, in specific contexts;
- present their design process and project work in an appropriate manner;
- exercise autonomy and initiative in development of project work whilst working under guidance;
- develop an awareness of the designer's social, ethical and commercial responsibilities;
- foster an understanding of the historical and theoretical developments of art, design, and media and develop competence in deploying the key critical concepts of design theory, relevant to the production and analysis of Visual Culture.

Studio + Year

Within Studio+, students have the opportunity to:

- work on live commercial, social and cultural projects;
- undertake industry internships;
- study abroad;
- collaborate to produce work;
- learn from the skills and expertise of students and staff from other disciplines and courses;
- work in a real-world design environment.

On successful completion of the Studio + Year of the programme, students will be able to:

- demonstrate the requisite skills and ability to negotiate the Studio+ year learning agreement and module related external work/tasks on which they will be engaged;
- apply subject-specific design skills, knowledge and understanding acquired to a real world situation;
- demonstrate professional, interpersonal and communication skills appropriate to a real world situation;

- critically analyse, evaluate and develop concepts applicable to design projects within a real world context;
- present their design process and project work in an appropriate manner to external colleagues, clients and stakeholders;
- exercise autonomy and initiative in development of live project work whilst working under guidance;
- critically reflect on transferable skills and learning throughout the Studio+ year.

Final Year

On successful completion of the Final Year of the programme, students will be able to:

- develop an in-depth knowledge of the context, defining features and methods of their design discipline;
- develop and extend their ability to critically analyse, evaluate and develop concepts applicable to design projects, in specific contexts;
- present their design process and project work in an appropriate manner using a variety of methods;
- develop the ability to work in teams and communicate with relevant specialists, integrating expertise available in other disciplines;
- develop the ability to identify and research, interpret and evaluate recent movements in design;
- encourage critical reflection on their practice within a wider context and an understanding of a range of research methods and communication styles appropriate for a self-directed written research project;
- develop the ability to present and contextualise their practice in a manner that is both articulate and creative;
- contextualise their work and develop a sophisticated theoretical narrative and historical perspective for their practice;
- fully integrate all the elements of their studies, enabling them to demonstrate their understanding of appropriate knowledge, theory and practice;
- develop radical and innovative design projects utilising contemporary theoretical and practical methods;
- evidence their personal methodologies drawn from their prior learning to create dynamic design proposals;
- develop their entrepreneurial, interpersonal and professional skills in the field of design.

4. Admission Requirements

General admission to College is by successful portfolio and minimum matriculation requirement. All first year applications go through the Central Applications Office (CAO). Offers are made on a competitive basis to applicants who reach the portfolio standard and meet the minimum academic entry requirements

through the Irish Leaving Certificate examination (6 passes, 2 at Higher Level, passes to include Irish, English and Art or a third language) or equivalent result in other country school leaving certificate examinations.

Offers are also made on a competitive basis to holders of FETAC awards with a minimum qualification of 5 distinctions from a full award in a cognate area of study.

The College's Recognised Prior Learning policy applies for mature and other non-standard applicants.

5. Further Educational Opportunities

Upon successful completion of the BA (Hons), Students can apply to progress onto a range of postgraduate degrees within the School of Design:

- MA Communication Design
- MA Design for Body & Environment
- MA Interaction Design
- MSc Medical Device Design
- MA Service Design (Part-time)

These taught masters programmes provide a scholarly framework for students who wish to master their design discipline. A major objective of the masters is to provide an environment that is broad, yet with enough rigour and focus to enable students to engage with the challenges of contemporary creative practice. The Masters programmes encourage our postgraduate students to integrate research, creative practice and contemporary cultural theory within and beyond their chosen discipline, leading to a body of work that positions the student on an international stage.

Graduates of the BA will be eligible to apply to other Masters programmes within NCAD and at other institutions.

6. Teaching and Learning Methodologies

The School of Design encompasses a broad range of design subjects and disciplines, which, while operating under different professional and creative agendas, share many similar characteristics.

Design students are best educated and trained through teaching tools beyond the sole use of the lecture and seminar-based educational model. All of them need to develop their visual, conceptual, critical and intellectual abilities while acquiring the necessary skills to make visually and tangibly explicit their ideas, concepts and solutions to questions, problems or thematic explorations in a variety of different media.

They also need to be articulate in both written and oral forms and a master of the technical competencies in their chosen specialism.

At undergraduate level, unusually for many subject areas, design students are already expected to be producing original work and the structure of the final year is independently managed and highly self-directed.

Long before student-centred, problem-based and project-based learning was discovered by other subject areas, this approach was central to and embedded in an Art and Design education.

The student journey undertaken within the programme is characterised by sequential, experiential and iterative learning and pedagogically follows a constructivist model subscribing to the view that knowledge and understanding are not acquired passively but in an active manner through personal experience and experiential activities, that learning is based on problem solving and/or an exploration of a particular line of enquiry and active engagement with ideas.

For the majority of their studies students will not encounter prescriptive assessment where the absolute answers are known in advance of setting the assessed task. Assessment however within the sector is rigorous and robust and depends upon significant involvement of whole programme teams to ensure objectivity, accuracy, consistency and fairness to the students concerned.

The studio and workshop, supported by technological provision, is the focus of learning and teaching within the BA programme.

Design studio activities are supported by Visual Culture staff delivering theoretical input, interacting to promote learning and teaching.

The full-time academic staff team supplemented by specialist part-time lecturers and researchers support a rich learning and research environment, and supply the critical, disciplinary and technical expertise to support students to develop their practice and professional competencies.

7. Methods of Assessment

The School of Design uses a variety of assessment methods to enable staff to provide constructive feedback and formative and summative assessment of creative processes and outputs.

The School seeks to assess several key criteria:

- Enquiry is about active learning and reflection. It's how you explore, research and learn about your discipline and subject.
- Knowledge is about gathering information and enhancing understanding. It's how you inform your work, explore and make connections and appreciate what you do in a wider context.
- Process is about your journey of learning. It's how you take risks and experiment. It is about how you keep the creative momentum going, developing ideas from start to finish.
- Communication is about telling the story of your learning, making and doing. It's how you share your learning with an audience, presenting and explaining your work to different people.
- Realisation is about the work you create and how this reveals what you've learned. It's taking a look back to reflect and evaluate the work you've produced.

Assessment is integrated into all our learning and teaching, and occurs within Studio tuition, lectures, seminars and tutorials, as well as in Crits and Set and Self-Directed Projects. Staff actively foster student self-evaluation and reflection as well as staff assessment as a learning method.

8. Programme Review and Evaluation

It is important to NCAD that students inform the development of teaching and learning at NCAD. We encourage all students to communicate their concerns and their observations about their study to members of staff so that any changes can be made in a timely manner.

About two-thirds of the way through the trimester, a student forum will be convened to gather students' comments about their study and the delivery of the programme. In addition, at the end of the Spring Trimester, students have the opportunity to complete an online evaluation of their study and experience at NCAD. These evaluation events are important to current and future students, to ensure we can enhance the delivery of programmes at NCAD.

First Year and Final Year undergraduate NCAD students also participate in the Irish Survey of Student Engagement, which takes place in the middle of Trimester 2. This measures students' engagement with their studies.

In addition, you are invited to discuss your experience on the module with your lecturers at any point during the year. You can also relay your comments to the class student representative who will communicate your comments to the staff.

A major review of this programme will be carried out in accordance with the College review cycle schedule.

9. Modular Provision

Students undertake a number of core modules, and have the opportunity in the Studio+ year to choose from a range of optional modules, which must total 60 credits in total.

Year 1

CE1-4	Art, Design and Education Studio 1A-1	10 credits
CE1-5	Art, Design & Education Studio 1A-2	10 credits
CE1-2	Learning and Professional Practice 1A	5 credits
VC1-1	Introduction to Key Concepts in Art and Design 1A	5 credits
CE1-6	Art, Design and Education Studio 1B-1	10 credits
CE1-7	Art, Design and Education Studio 1B-2	10 credits
CE1-8	Professional Practice II	5 credits
VC1-2	Introduction to Key Concepts in Art and Design 1B	5 credits

Year 2

DES2005	Design Studio & Research 1	15 credits
DES2004	Design Principles	5 credits
DES2002	Design Connections	5 credits
VC2-1	Contemporary Theories & Practices 2A	5 credits
DES2006	Design Studio & Research 2	15 credits
DES2003	Design Practices	5 credits
DES2001	Design Collaborations	5 credits
VC2-5	Contemporary Theories & Practices 2C	5 credits

Studio + Year

Studio + Design students can select to study any of the Studio + Year modules below, or modules provided by School of Fine Art or School of Visual Culture for Studio + students.

A student may apply to take a Trinity Elective or CFA module from IADT or UCD as an elective, in place of Creative Futures 1 or Creative Futures 2.

An individual student's programme of study must be negotiated with the student's Head of Department PRIOR to Studio + Year commencing.

CFAD+001	<i>Creative Futures 1</i>	5 credits
CFAD+002	<i>Creative Futures 2</i>	5 credits
DES+001	<i>Design Bureau Minor</i>	10 credits
DES+002	<i>Design Bureau Major</i>	10 credits
DES+003	<i>Creative Internship Minor</i>	15 credits
DES+004	<i>Creative Internship Major</i>	30 credits
DES+007	<i>Design Positions Minor</i>	10 credits
DES+008	<i>Design Positions Major</i>	10 credits
DES+009	<i>Creative Internship Extended</i>	60 credits
DES+010	<i>Creative Scaffolding 1</i>	5 credits
DES+011	<i>Creative Scaffolding 2</i>	5 credits
	International Design Study (Minor)	15 credits
	International Design Study (Major)	15 credits
	International Design Study (Extended 1)	15 credits
	International Design Study (Extended 2)	15 credits
	UCD Design Engineering electives (Product Design students only)	20 credits
	Trinity or CFA Electives	5 credits

Final Year

DES3-1	Design Research 3A	10 credits
DES3-2	Design Studio 3A	10 credits
DES3-3	Design Research 3B	10 credits
DES3-4	Design Studio 3B	10 credits
VC3-10	Visual Culture Research Project 3 (both trimesters)	10 credits
DES3-5	Design Professional Practice (both trimesters)	10 credits

10. Programme Structure

Year 1 Autumn Trimester			
CE1-4 Art, Design and Education Studio 1A-1 10 credits	CE1-5 Art, Design and Education Studio 1A-2 10 credits	CE1-2 Learning and Professional Practice 1A 5 credits	VC1-1 Introduction to Key Concepts in Art and Design 1A 5 credits
Year 1 Spring Trimester			
CE1-6 Art, Design & Education Studio 1B-1 10 credits	CE1-7 Art, Design & Education Studio 1B-2 10 credits	CE1-8 Professional Practice II 5 credits	VC1-2 Introduction to Key Concepts in Art and Design 1B 5 credits
Year 2 Autumn Trimester			
DES2005 Design Studio & Research 1 15 credits	DES2004 Design Principles 5 credits	DES2002 Design Connections 5 credits	VC2-1 Contemporary Theories & Practices 2A 5 credits
Year 2 Spring Trimester			
DES2006 Design Studio & Research 2 15 credits	DES2003 Design Practices 5 credits	DES2001 Design Collaborations 5 credits	VC2-5 Contemporary Theories & Practices 2C 5 credits
Studio+ Year (Optional)			
<p>A negotiated and agreed programme of study incorporating Studio + modules from the School of Design, and approved appropriate modules from School of Fine Art and School of Visual Culture, and electives from Trinity Electives and CFA modules from UCD or IADT.</p> <p>Students studying on BA Product Design may also select from approved exchange modules with UCD Engineering.</p> <p><u>All programmes of study must be agreed with Head of Department PRIOR to commencement of Studio + Year.</u></p> <p>60 credits</p>			
Final Year Autumn Trimester			
DES3-1 Design Research 3A 10 credits	DES3-2 Design Studio 3A 10 credits	DES3-5 Design Professional Practice 3 10 credits	VC3-10 Visual Culture Research Project 3 10 credits
Final Year Spring Trimester			
DES3-3 Design Research 3B 10 credits	DES3-4 Design Studio 3B 10 credits		

11. Exit Points and Credit Requirements

BA (Hons) degrees

The award is offered as a BA (Hons) in Design (subject specialism) through the awarding of 180 or 240 credits achieved through 3 or 4 stages of learning.

The credits on the course are achieved through passing the requisite modules. These modules conform to practice based inquiry, lecture and text based Inquiry and learning and professional practice components.

On this three-year or four-year programme students must achieve 60 credits each academic year to have successfully passed and to progress to the next stage/year.

BA Design with Critical Cultures

Students who complete 35 credits or more in Critical Cultures by studying additional Critical Cultures modules in Year 2 or Final Year, OR by completing a Visual Culture project in their Studio + year, may submit for the level 8 award of BA (Hons) in Design with Critical Cultures (180 or 240 credits).

BA Design and Visual Culture

Students who complete 50 credits or more in Critical Cultures by studying additional Critical Cultures modules in Year 2 or Final Year AND completing 30 or 60 credits in Visual Culture + in their Studio + year, OR by studying Year 2 of BA Visual Culture during their third (option) year of study, may submit for the level 8 award of BA (Hons) in Design and Visual Culture (240 credits).

International designation

Students who successfully complete 30 credits or more by successfully completing a course at an overseas institution (usually through Erasmus), or successfully completing an internship or work experience overseas, which must be approved by Head of Department PRIOR to commencement, may submit for the additional award designation (International).

Higher Diploma in Design

Students who exit the programme after successfully completing Year 1 and 2 of the BA in Design programme may, by exception, submit for a Higher Diploma in Design (120 credits, level 8). Specific criteria for the award must be met:

- The applicant must have successfully completed all modules in Year 1 and Year 2.
- If the applicant has already commenced study of Studio+ or Final Year, and wishes to exit with the Higher Diploma award, they will be considered only under extenuating circumstances, such as leaving the programme due to unforeseen events beyond their control.
- The Head of School of Design must recommend any applicants to the NCAD Exam Board, which then decides the merits of each application before agreeing or refusing the applicant to be awarded the Higher Diploma in Design.

12. Final Award Calculation

The final award is calculated using credits achieved from all of the final year modules.

The Higher Diploma in Design is calculated using the credits from all of the Year 2 modules.

13.Resources

a) Staffing

	Name	Role
Department of Design for Body & Environment	Angela O Kelly	Head of Department
Lecturers	Dr C�oil�n O'Dubhghaill	Jewellery & Objects
	Linda Byrne	Fashion
	Natalie B Coleman	Fashion
	Sandra Cotter	Fashion
	Cathy Mooney	Fashion, TSD
	Andrew Campbell	TSD
	Samantha Corcoran	TSD
	Rachel Tuffy	TSD
	Katie Hanlan	Fashion and TSD
	S�ofra Caherty	Studio+
Technical Officers	Anthony Carey	Jewellery & Objects
	Leanne Keogh	Fashion
	Olga Tiernan	TSD
	Michelle Woong	TSD
	Kathy Mooney	TSD
	Claire McCluskey	DBE
Administration	Fiona Larkin	DBE
	Mair�ad McDermott	DBE
Department of Product Design	Sam Russell	Head of Department
Lecturers	Enda O'Dowd	Product Design and Medical Device Design
	Dr Marcus Hanratty	Interaction Design
	Martin Ryan	Product Design
	Dr Caoimhe McMahon	Product Design and Service Design
	Jennifer Groarke	Product Design and Interaction Design
	Derek Vallance	Product Design and Medical Device Design
	Donal Healion	Product Design Studio +

Technical Officer	Tara Whelan	Product Design and Interaction Design
	Dr Emma Creighton	Interaction Design
	Brian Gough	Service Design and Interaction Design
	Dr Saoirse Higgins	Interaction Design
	Gerald Nolan	Product Design
	Nick Russell	Product Design + Interaction Design
	Konrad Dechant	Product Design + Medical Device Design
Administration	David Bramley	School and Product Design Administrator
Department of Communication	John Paul Dowling	Head of Department
Lecturers	Kate Brangan	Graphic Design
	Aoife McInerney	Graphic Design
	Philip Kennedy	Illustration
	John Slade	Illustration & Studio +
	Claire Campion	Studio +
	Tenaya Steed	Illustration
	Rory Hanrahan	Moving Image
	Ed McGinley	Moving Image
	Alan Dunne	Moving Image
Technical Officer	Jamie Murphy	Communication Design
Administration	Fiona Hodge	Communication Design

The programme is also supported by staff from Year 1, Visual Culture, and a number of sessional & visiting lecturers and technical officers.

b) Space

School of Design studios and workshops

c) Facilities

School of Design Facilities

For further information on this programme,
contact David Bramley, School Secretary: bramleyd@ncad.ie