



Australian Government

CUADES801 Research and apply design theory

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

Application

This unit describes the skills and knowledge required to research, in significant depth and breadth, and apply different theories of design.

It applies to individuals who use sophisticated research and critical analysis skills in the exploration of design, design theory and its application to professional design practice.

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

Unit Sector

Design – Design Process

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Research design theory	1.1 Source information on design theory using different research techniques 1.2 Identify and explore new, emerging and alternative sources of ideas and thinking on design 1.3 Expand own knowledge and understanding of design through review and critical analysis of information 1.4 Analyse, compare and contrast different theoretical perspectives and thinking on design
2. Apply theories of design to professional practice	2.1 Evaluate the relevance and application of different theories of design based on analysis of own professional and personal experience 2.2 Analyse the ways different aspects of history, theory and other influences are applied, adapted or challenged

ELEMENT	PERFORMANCE CRITERIA
	in practice 2.3 Assess how theories and thinking about design may be applied to benefit individuals, businesses and communities
3. Develop, articulate and debate own perspectives on theories of design	3.1 Take a critical approach to different theories and examine own ideas and responses 3.2 Develop own substantiated positions in response to research and analysis 3.3 Articulate own positions and demonstrate clarity of thought and conceptual understanding of different theories and thinking 3.4 Debate positions on design showing belief in own ideas and a willingness to remain open to new perspectives

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> Draws on a range of strategies to facilitate personal and professional learning
Reading	<ul style="list-style-type: none"> Identifies and interprets complex concepts and theories from different sources
Writing	<ul style="list-style-type: none"> Organises information and uses structure, language and context to explain own ideas and positions
Oral Communication	<ul style="list-style-type: none"> Engages actively in critical discourse using applicable vocabulary, tone and pace Gains input and feedback using active listening techniques
Self-management	<ul style="list-style-type: none"> Takes responsibility for planning and organising own tasks and workload, including how to link with the work of others Analyses information systematically to aid in deciding on own views and ideas
Initiative and enterprise	<ul style="list-style-type: none"> Keeps abreast of innovations and good practice beyond own context, using ideas to rethink current approaches

Unit Mapping Information

Supersedes and is equivalent to BSBDES801 Research and apply design theory.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>