

## We're delighted you're thinking about studying at Brunel University London.

Our lecturers have put together the following information to help you prepare for your course. This will give you a snapshot of the materials and reading list you'll be using. You'll get a full breakdown of information before you enrol.

On our website you can also [find out more about your modules](#) and [chat to a current student](#).

If you have any more questions, [please get in touch](#).

We look forward to welcoming you to Brunel.

### Sample lecture/coursework questions

1. Select a household object, for example a Bluetooth speaker. Create a line drawing of the object using 3 point perspective. Pay particular attention to the proportions of the different features and your drawing line weight.
2. Consider erecting a tent and the process the user has to go through in order to complete the task successfully. This is often referred to as the user experience or user journey. Draw a storyboard charting the different steps necessary to carry out this task from unpacking the tent to completing the structure. Can you create a new design to improve the user experience?
3. Using card or materials found around the house, design and make a non-powered amplifier for your smartphone. Start by doing some research. There are a number of examples on-line. Some are available as products, some are open source kits and others have a distinct 'home made' appearance. Experiment with different designs to create the most effective amplifier.
4. During the Covid-19 lockdown many people have resorted to online shopping. Thinking about your own household, how much additional packaging has been generated each week and how have you disposed of it? A sustainable approach to product design and packaging is essential. Research the 'Circular Economy'. How can this be applied?
5. Select a household object and consider it as if you have designed it yourself. How would you include it in your portfolio or enter it in a competition (e.g. photographs, technical drawings, 3D model, video, description)? Look at some of your favourite products online and analyse the imagery, typography, story and branding used to advertise them.



## Reading list

- Henry, K. (2012) Drawing For Product Designers. Laurence King Publishing
- Norman, D. (2002) The Design of Everyday Things. Basic Books
- Thompson, R (2013) Sustainable Materials, Processes and Production. Thames & Hudson
- Huber, A. (2018) Telling the Design Story. Routledge.
- [The Circular Economy](#)
- [Limited Edition McDonald's Boombox](#)

## Indicative content

- Perspective Sketching: Chapter 8, Henry
- User Centred Design: Chapter 7, Norman
- Sustainable Materials, Processes and Production: Thompson
- Visual Communication: Chapter 1 and 6, Huber; Chapter 1, Norman

