

2023 EDITION

STUDENT
ASSIGNMENT
NOTEBOOK



THE
DCCGIST

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IN THIS NOTEBOOK

1 BEFORE WE BEGIN...

Introduction

Accompanying YouTube Videos

Notebook Format

2 OUTPUT 1 PAGE 1

Design Research

10 OUTPUT 4

Hardcopy Outputs from Solidworks

4 OUTPUT 1 PAGE 2

Design Feature Comparison

12 OUTPUT 5

Graphical Exploration of Design Solutions

Page 1 - Inspiration and Analysis

Page 2 - Refining Your Design

6 OUTPUT 2

Freehand Graphical Representation

17 OUTPUT 6

Presentation of Modification or

Concept Design

8 OUTPUT 3

Solidworks Parts and Assembly

19 OUTPUT 7

Hardcopy Outputs from Solidworks

22 OTHER USEFUL THINGS

Referencing Your Sources

Student Assignment File Structure



Before we begin...

Your Notes

Introduction

My name is Paul Leacy and I am a teacher with over 10 years of experience teaching Leaving Certificate Design and Communication Graphics and Junior Cycle Graphics. Over the past 5 years I have created DCG Student Assignment (SA) videos on YouTube and have been asked over and over again to create a physical resource for students and teachers to use to guide them through their Student Assignment journey. I decided to create a notebook now because I felt that students needed more guidance due to the changes made since the Covid-19 pandemic. As you engage with this notebook you will find information on every output, including hints and tips to help you maximise your marks. It is vital to understand that this is not a definitive guide to the Leaving Certificate Student Assignment and should be used as a further resource under the supervision of your DCG teacher.

Accompanying YouTube Video Series

I have been creating DCG YouTube videos for a number of years which means that there is a video for each output on my channel. This notebook was created as a companion to these YouTube videos. In order to optimise your time you should watch the videos and take notes in the space provided as you progress through each output.



<https://www.youtube.com/theDCGist>

Notebook Format

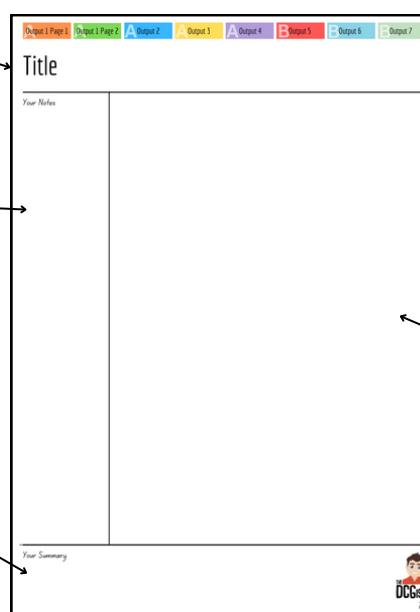
Page Title

Your Notes

As you engage with each page and video you should write the most helpful information for creating your outputs.

Your Summary

After engaging with each page and video, write a brief summary of the page. This will make finding information easier later.



Output Timeline

This highlights the output that each page focuses on.

Part

Marks

The DCGist Notes

This is where you will find the information which will help you maximise your Student Assignment marks.

You must engage with content to learn from it.

Your Summary

Output 1 Page 1- Design Research

Your Notes

Output 1 Page 1 Marking Scheme Requirements

1. Exploration of main design features using primary and secondary research.
2. Selection of appropriate graphics.
3. Effective layout and presentation of information combining images, sketches and annotations.

What you should include in Output 1 Page 1?

9 Key Words (taken from the SA brief)

- A Dictionary Definition.
- Information from primary and secondary source research.
- How the key word effects the design of the given product in general.
- A Sketch.
- An Image (primary or secondary).

Use the checkboxes to track your progress

Types of Research

Primary Sources	Secondary Sources
<p>Research you physically do yourself:</p> <ul style="list-style-type: none"> • Taking photographs of artefacts. • Interviewing relevant people. • Questionnaires. 	<p>Other peoples' work:</p> <ul style="list-style-type: none"> • The internet. • Books. • Magazines.

You must include both types of research in your project.

Go to page 22 for How to Reference your Sources

Your Summary

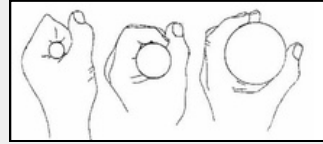


Output 1 Page 1- Design Research

Your Notes

Example of a Key Word

Ergonomics



Definition

- 1 "Ergonomics is the study of how equipment and furniture can be arranged in order that people can do work or other activities more efficiently and comfortably."
- 2 "That is, ergonomics promotes a holistic approach in which considerations of physical, cognitive, social, organisational, environment and other relevant factors are taken into account."

Research

- 1 I looked at all of the computer mice in the DCG room, at home and in a number of shops and something I noticed was that they all appeared to be designed for the average person which meant that they were all reasonably comfortable for me to use but none of them were perfect for me.
- 3 "For ergonomics, the human is part of the system and must be integrated into it at the design stage". This means that a computer mouse cannot be designed unless the person that is using it is thought about at every stage of the design process. Therefore ergonomics is as important to computer mouse design as how the it interacts with the computer that it is plugged into.

How this Key Word Effects Computer Mouse Design

Having researched ergonomics I have found that its largest effect on mouse design is in the size and shape of the mouse body. This means that when designing a mouse you need to take into account that it needs to fit comfortably into the users hand from the very start. Most mice are designed to fit the average users hand but when designing for a specific demographic the ergonomic design can be altered to better suit their needs. It would be impossible to design a computer mouse without taking ergonomics into account.

Bibliography

Text

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Images

1. Orbisify.com (2022) Ergonomic Vertical Mouse 2.4G Wireless Right Left Hand [online] Available at: <https://orbisify.com/wp-content/uploads/2021/08/prod1-600x600.jpg> [Accessed 30 Sep. 2022]

Your Summary