

Welcome to Design at Brunel

A dark blue circular logo with the text "Discover Brunel" in white, bold, sans-serif font.

Discover
Brunel

Congratulations on securing your place at Brunel

We're looking forward to meeting you - either in person or online - and introducing you to life at Brunel.

To help us get started, we've put together a short activity and some further information to help you prepare for your course - including a snapshot of the topics you'll cover and useful resources.

If you have any questions please email cedps-tpo-designadmin@brunel.ac.uk.

Pre-arrival activity

We'd like you to complete a short activity before you join us. We can discuss your answers in one of your first personal tutor sessions. Your work will not be officially assessed however it will allow your tutor to get to know you better.

What type of designer do you want to be at Brunel? Please prepare a presentation on an A3 board answering the following:

1. Who you are:

- Your name
- Your A-Level/ Design background
- Particular areas in design you enjoy most
- Areas in design you are focusing on

2. Your top skills:

Are you at a beginner or expert level of the following?

- Mechanics
- Electronics
- Graphics
- Sketching
- Design creativity
- Time management
- Communications

3. What kind of designer do you want to be after completing your Design degree?

4. Finally, choose an object that inspires you as a designer and show imagery and features relating to that object.

Sample 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 online. 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
- Normal, 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](#)

We look forward to meeting you in Welcome Week (Monday 21 – Friday 25 September).

Design Team

Find out more about Welcome Week
brunel.ac.uk/welcome-week



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