SAMPLE COURSE OUTLINE

Course Code, Number, and Title:

WMDD 4905: 3D Design and Prototyping

Course Format:
[Course format may vary by instructor. The typical course format would be:]

Lecture 2 h + Seminar 0 h + Lab 3 h

Credits: 3 **Transfer credit:** For information, visit bctransferguide.ca

Course Description, Prerequisites, Corequisites:

Creating usable prototypes is vital to producing a marketable product. Students examine UX design objectives as they relate to objects. Coursework includes applying 3D modelling skills to visualize design and rapidly prototype objects as well as taking an existing piece of technology or an idea for a new product to produce, critique and evaluate a potentially marketable product.

Prerequisites: A minimum grade of "C" in WMDD 4900 and 4925

Registration in this course is restricted to students admitted to the Post-Degree Diploma in Web and Mobile App Design and Development Program.

Learning Outcomes:
Upon successful completion of this course, students will be able to:

- analyze UX design objectives
- determine the requirements to create prototypes
- build and manipulate 3D models
- successfully print 3D models
- evaluate, edit and refine UX solutions

Instructor(s): TBA
Office: TBA **Phone: 604 323 XXXX** **Email: TBA**

Office Hours: TBA

snəẃeyəɬ leləm̓ Langara College acknowledges that we are located on the unceded territory of the Musqueam people.

Textbook and Course Materials:
[Textbook selection may vary by instructor. An example of texts and course materials for this course might be:}

Chee Kai Chua, Kah Fai Leong, Chu Sing Lim. “Rapid Prototyping: Principles and Applications”.

Note: *This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.*

Assessments and Weighting:
Final Exam 20%
Other Assessments %
(An example of other assessments might be:) %

Quizzes/Tests: 10%
Assignments: 50%
Project: 20%

Individual and group work:
Individual: 80%
Group: 20%

Grading System: Letter grade
Specific grading schemes will be detailed in each course section outline.

Passing grade: C

Topics Covered:
[Topics covered may vary by instructor. An example of topics covered might be:]

- History
- Rapid prototyping process chain
- Liquid based systems
- Solid based systems
- Powder based systems
- Computer data formats
- Case study applications: health, mobile accessories, etc.
- Evaluating 3D prototypes

This generic outline is for planning purposes only.

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

College Policies:

E1003 - Student Code of Conduct
F1004 - Code of Academic Conduct
E2008 - Academic Standing - Academic Probation and Academic Suspension
E2006 - Appeal of Final Grade
F1002 - Concerns about Instruction
E2011 - Withdrawal from Courses

Departmental/Course Policies: