work-based/related learning

'redefining vocational education for the Creative Industries'

Derek Yates Course Director FdA Design/ Illustration Camberwell there were 55,310 undergraduate design students in the UK in 2010 and yet only 51% of practising designers have a degree!!?

Design Industry Insights 2010. The Design Council.

I've given this a lot of thought and I think the problem stems from degree courses. The sad truth is that half the people—while maybe having a good student portfolio—do not possess the skills required to do the job. Many do of course, but it's always a gamble. If people are not taught key industry skills on their degree, how else are they going to learn until they are equipped enough to become a junior designer?

James 2009-08-12 16:41:06

CR Blog (http://creativereview.co.uk/cr-blog/2009/august1/question-of-the-week-110809#feedback)

PS - I agree with James that universities and colleges leave their students woefully under prepared for the real working world.

Trevor Collins 2009-08-12 17:12:57

CR Blog (http://creativereview.co.uk/cr-blog/2009/august1/question-of-the-week-110809#feedback)

I graduated this year at LCC ...

I think that graphic design really isn't suited to a degree and the university way of working. University demands you to do everything yourself on your own. While graphic design needs lots of group work, crits, plenty of tutor contact time.

Perhaps a better solution would be to scrap degrees for graphic design and have an apprentice based system. You spend a year doing an intensive 1 year course in the basics of generating ideas to final results and being trained how to use Creative Suite properly. After that you could spend 2 years working for a studio. The money from the fees could go to the studios to help them pay for the interns.

I imagine this system would eliminate a lot of people from getting into graphic design but then it is probably a more realistic view on how many graduates are going to get a job in design anyway.

Thomas 2009-08-13 13:05:56



Future Fit

a report commissioned by the CBI looking at how we can better prepare graduates for the world of work "Almost every employer specifically referred to the advantages students bring to the workplace, new ideas and enthusiasm, and the completion of projects for which there was a real business need. Businesses should be encouraged to continue to increase the number of placement opportunities available."

Futurefit. Preparing graduates for the world of work. CBI on higher education

Best Practice according to Futurefit:

- ~ Building employability skills into the curriculum through work-related learning — for example, using case study examples linking the subject knowledge to its application in the outside world.
- Adapting the way the curriculum is taught and assessed
 for instance, ensuring students have the opportunity to
 give presentations or work in a team, and rewarding the
 demonstration of employability skills
- ~ Offering compulsory usually accredited modules designed to help students acquire employability skills
- ~ Making paid work placements of up to a year a key part of the university experience, often with a network of contacts with employers at departmental or faculty level and/or centrally.

Futurefit. CBI on higher education

"Creativity - the base for innovation — has never been more important. For business, it holds the key not just to success, but to survival. And for society it is the key to solving the major problems that have to be addressed, whether these be in healthcare, urban planning, transportation, education or a sustainable way of life."

Sir George Cox. On the Role Of Creativity.

we need to...

build employability skills while at the same time nurturing creativity and innovation.

and to do this...

we need to create a new definition for vocational education that expands beyond a prescriptive focus on technical processes and skills.





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@WK12 we're hooking up soon right?

31 days ago - reply

@bklynn they'll be plenty of chicks to come next year! 58 days ago · reply

euikes-si

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We are Platform.

We are not an internship or a school.

We are a creative experiment.

We are hand picked from all over the world.

We have backgrounds in the arts, social sciences wand technology.

We tackle business problems with innovative solutions.

We are a research lab, prototyping unit and craft workshop.

We can animate your music video and Arduino your kitchen plant.

We ask lots of questions.

We learn by doing things with our hands.

We have amazing Patrons to teach and inspire us.

We are here for a minimum of 6 months and we are paid.

We are season one, you could be season two.

We can play nicely with others, can you?

We can be followed on Facebook and Twitter.

We will be opening submissions again soon.

We work on a project basis only.

We love a challenge and we would love one from you.

We can be reached at sam.brookes@wk.com.

We look forward to hearing from you.

We are Platform.



« Back Soon | Main | Bubblesnaps »

The Thoughtful 6



The Thoughtful 6 project is finally up and running. We've moved our offices into Stockport College, and it's all going swimmingly so far.

We'd like to thank Mel Spooner, James Corazzo, Ian Parkin, Gary Spicer and Keith Alcock from the College for making this happen. And not forgetting our 6 new designers, Amy, John, Lauren, Ed, Carrie and Chris. We're really looking forward to seeing how you develop over the next 6 months.



Hello

Welcome to our blog.

Thoughtful are an ideas agency for the 21st Century, intent on doing a little good, and doing good work.

This blog is an area where we can put up thoughts, ideas, things we like and news.

For more information about us, please visit our main website. Click here.

Contact Thoughtful

hello@wearethoughtful.com

Monthly archive

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May 2009 (1) April 2009 (2) Education



Thoughtful 6

Year: 2009



In 2009 the design agency Thoughtful and Stockport College embarked on an experimental education project. We featured the project as part of our series of case studies designed to begin to uncover the vibrant network of people working on innovative education projects.

the Thoughtful Six

a collaborative project between Stockport College and the design agency 'Thoughtful'.





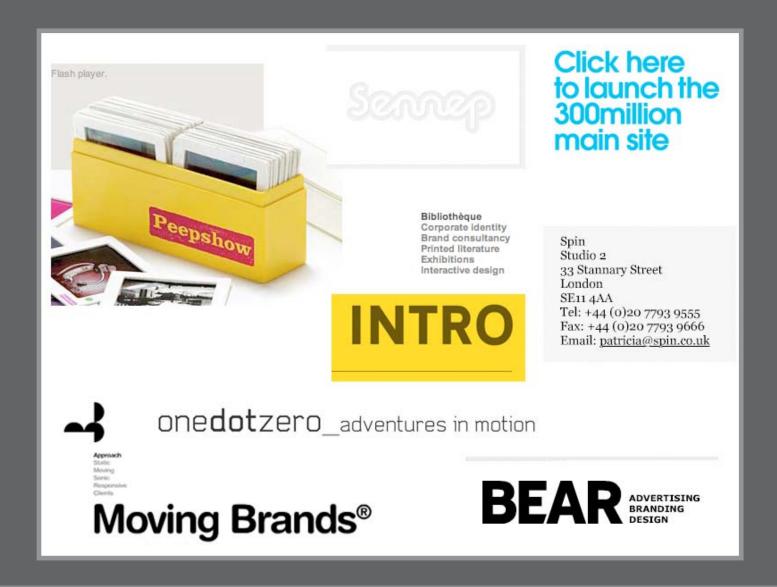




Onedotzero Cascade

http://www.onedotzero.com/onedotzero-cascade-10/education/

the education programme that supports the 'Adventures in Motion' Festival.



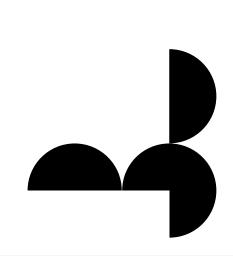






environment

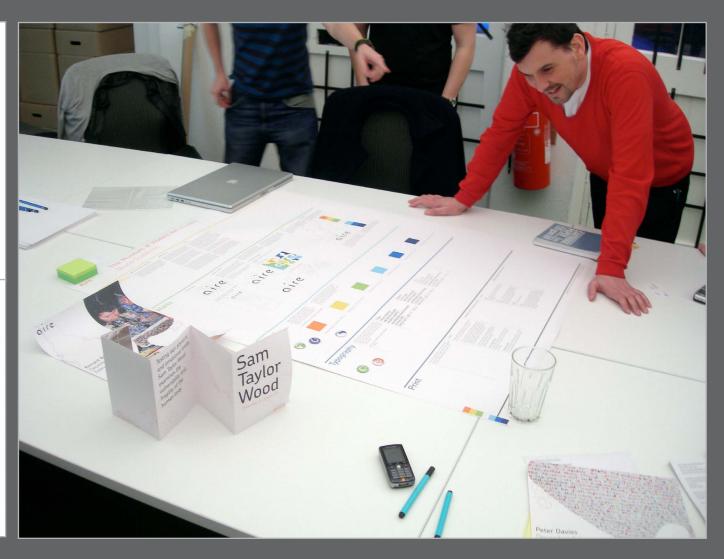
FdA students work in a 'simulated design studio'

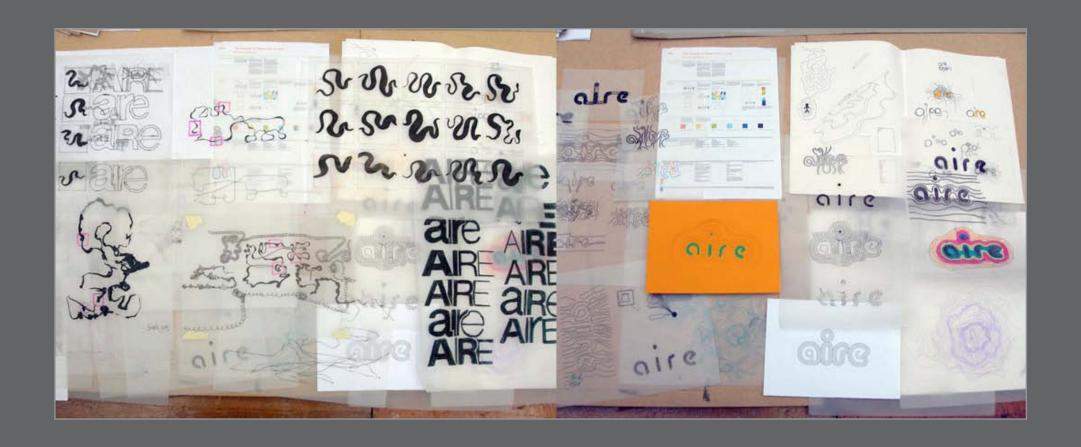


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partnerships

weekly meetings helped students define a working process

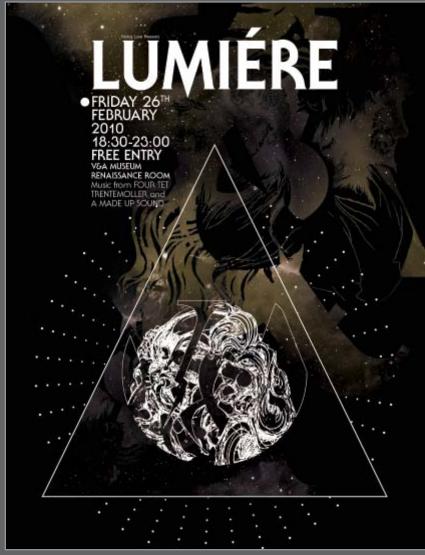




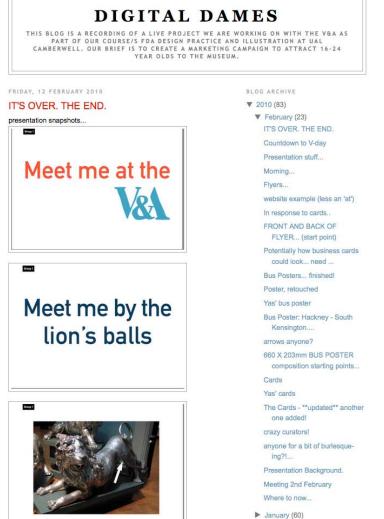
partnerships

final presentations helped students develop professional skills and first hand industry knowledge.



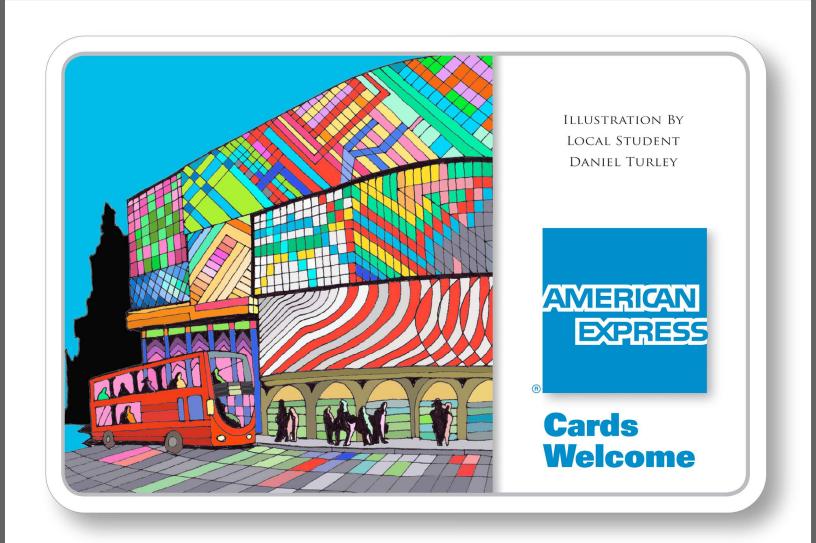






partnerships

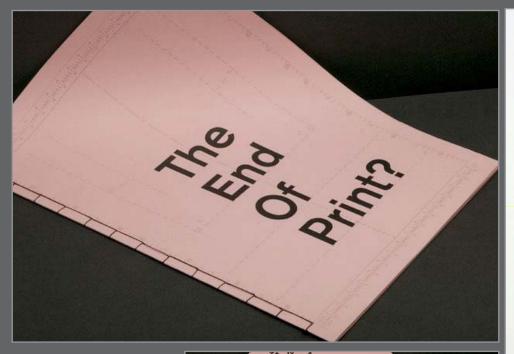
encourage students to use blogs to record work in progress.





production

giving students the opportunity to work with printers and fabricators.





Pages 8-11:
Hudson-Powell
Pages 12-15:
Ken Garland
Pages 16-19:

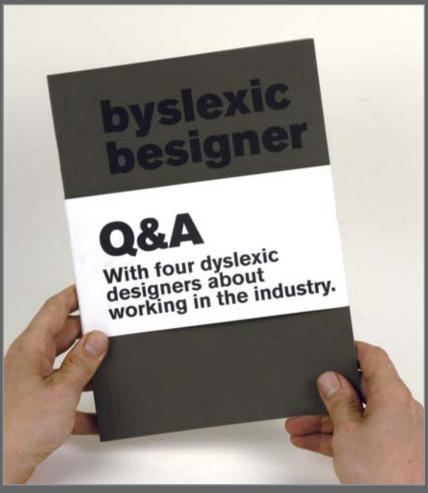
Bear
Pages 20-23:
Five footsix

the industry contexts report

academic research through industry contact







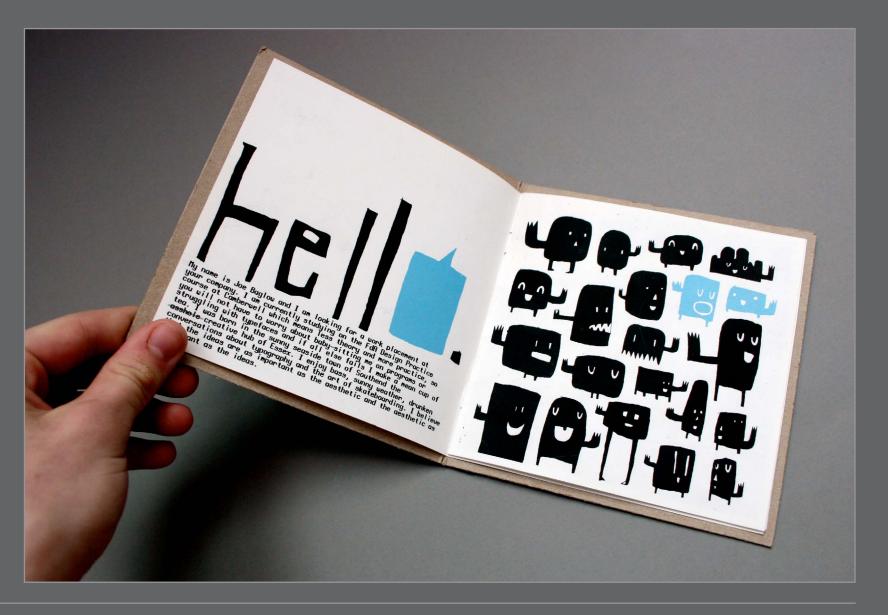
the industry contexts report

academic research through industry contact

"My suggestion is that universities run a module through which a placement is arranged by each student for themselves, and is carried out in term time. For a university to actively encourage students to go on a placement would surely be a good alternative to simply telling them about 'professional practice' in a classroom. This way the students have the guidance of tutors if needed, and could work for free as they still have the money from student loans for life's costs."

Matt 2009-08-11 17:17:53

http://creative review.co.uk/cr-blog/2009/august 1/question-of-the-week-110809 # feedback



placements

placements should be integrated into the curriculum.

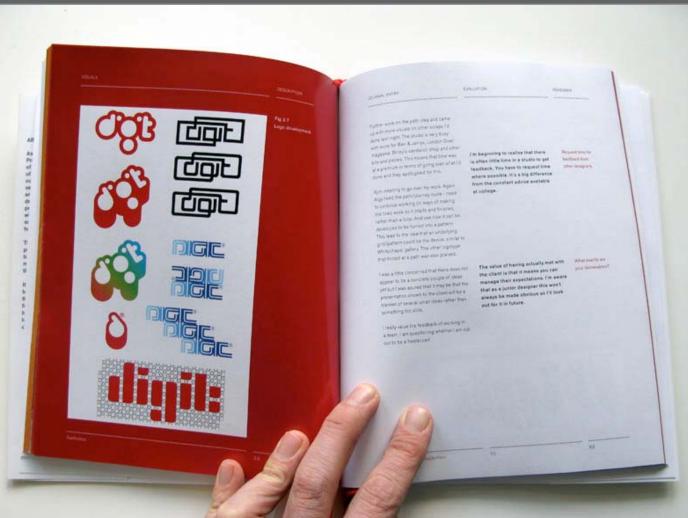




provide the opportunity for students to work on real projects with recognised clients.







learning journals

enable students to analyse and evaluate their learning











first hand experience of work can enable a critique of current industry practice...











Eye Discussion Forum.

11th March 2008. Speakers included Ken Garland, Anne Odling Smee, Rick Poynor, Rathna Ramanathan and Noel Douglas.



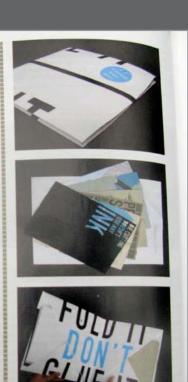


sustainable design

attending the forum inspired Caroline Abel to a body of work exploring a more sustainable approach to design.

Design& sustainability:pt2

In the second of her series on sustainability, Anna Gerber charts the history of design and environmentalism, examining the role of the designer as maker and producer







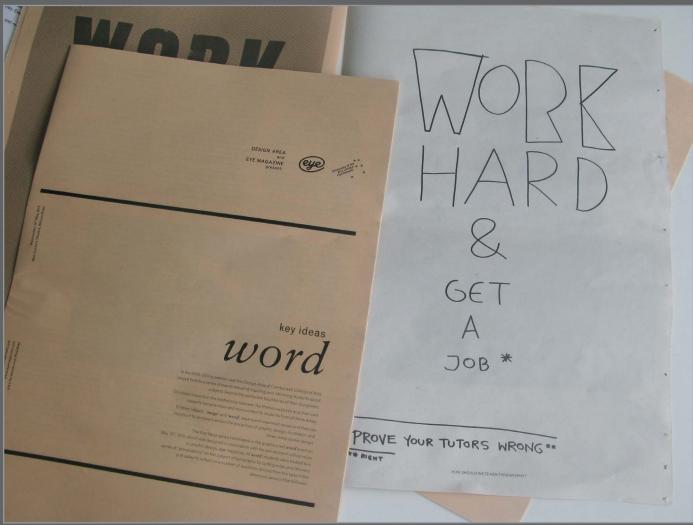




Key Ideas. Word

12th May 2010, speakers included Anthony Burrill, Marcus Leis Allion, Frazer Muggeridge and myself.





the Camberwell Press

the event led to the first publication from the 'Camberwell Press'





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further research

through conversations with leading agencies...

what they get out of working with colleges:

- ~ New Talent/New Ideas
- ~ Research & Development
- ~ Online Profile
- ~ Marketing Material

87% of Design businesses employ less than 10 people and 60% employ fewer than 5.

Design Industry Insights 2010. the Design Council.

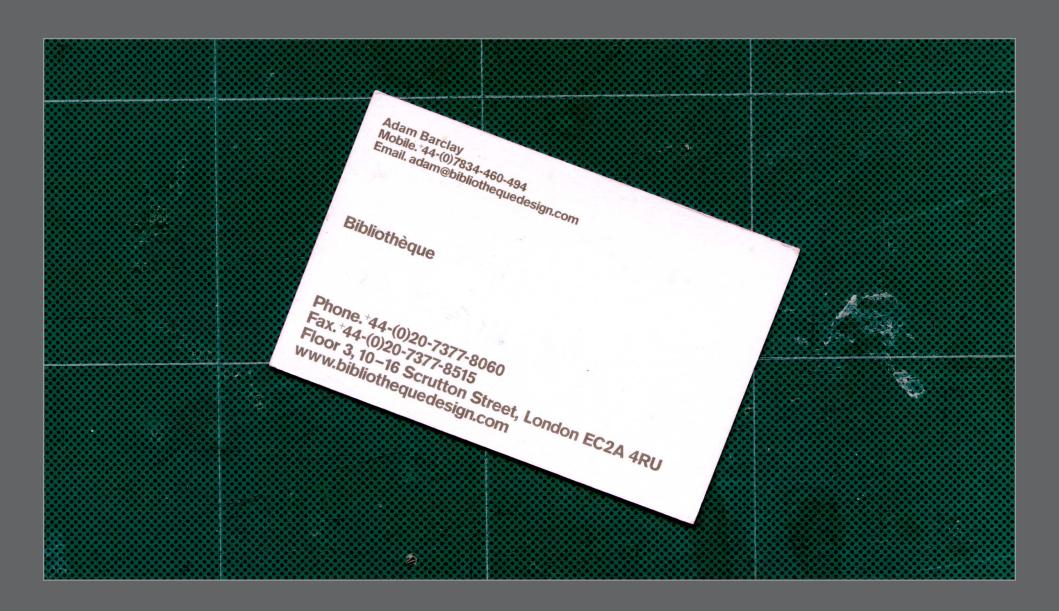
and businesses of this size need structure/co-ordination/support & flexibility

infrastructure needs to be built around work-based learning experiences

- ~ pre-selection of students to achieve the 'right fit'
- ~ a formal agreement between the institution and employer in order to specify the intended content of a WBL experience
- ~ a project to focus student activity

in short...

work based learning experiences need to be integrated and differentiated into a programme of study that develops and changes across the duration of any course.









Bibliothèque

Adam established a ongoing conversation with Bibliothèque throughout his FdA and this led eventually to the offer of a job.