The star

NEGOTIATED DESIGN PLACEMENT DM3108



LUKE LEGGE Word count: 4990/5000

Contents

Introduction2
Overview
Company details
Aims and objectives
Swot3
Time management
Design brief5
Design Research
Ethics & sustainability9
Communication11
Reflection 11
Enhanced skills
Handover
Conclusion
References
Bibliography
Name:- Luke Legge
Overview of the project

Introduction

My project in a nutshell was to model an existing house to scale by measuring and then translating my rough floor plan drawing to Revit and then creating a proposal for an extension based on my client's needs and wants. The purpose of is project was to get some industry experience and to develop my skills relevant to a potential industry. At the beginning of this project, I set some goals for myself to complete so that by the end of the project I would be better off and have a higher understanding of architecture and the professional process that goes into completing a project. The main software I was focusing on is Autodesk Revit which gets its name from revision edit, with the idea being that it's easy to modify and edit work creating a free-flowing user experience. Revit is a BIM software (building information modelling) and is user to simulate building and their components both in 2D and 3D.

I also wanted to use this project to increase my social media presence, I will do this by creating professional grade renders of my work to promote myself, which is why I'll be focusing on the visual aspect of the design through twin motion, a free to use rendering software.

The placement was related to SDG 12(sustainable development goal 12, https://sdgs.un.org/goals/goal12).

The SDG goals are a set of 17 goal set by the United Nations to better the planet, there are 17 goals but 169 target within these goals and the purpose of eradicating poverty and in hopes of creating a sustainable future. These targets were original set in 2015 and are to be completed by 2030 by all United Nations countries.

Overview

My project was based around architecture, more specifically, domestic architecture; the project was to model an existing version of a house in Autodesk Revit and then to model a proposed extension complete with floor plan drawings, a 3D model fully rendered and to scale.

Company details

I did my placement at a local architectural firm, BDarchitectural (Brad Davison architectural). I spent my time with Brad who's been in the business for over 20 years and has recently set up his own practise BDarchitectural. Brad has completed many projects over the years and the quality of the work was very high and an inspiration to me.

Aims and objectives

the project aim was to develop my skills in Autodesk Revit to an industry standard to better my experience for future work.

objectives

- 1) To have a better understanding of Revit and become more comfortable within the software when designing and creating.
- 2) To have floor plan drawings displaying both the ground floor and first floor and a site plan complete with existing and proposed versions
- 3) To have a photorealistic render of the model created in Twinmotion and to have a walkthrough video showing off the proposed extension.

By having these goals set for myself the project became about self-development and to better my skills. The reasoning for my objectives surrounding my aim was so I could have high quality work I can be proud of and show off on my portfolio in order to promote myself for future projects.

Swot

Strengths

going into this project I feel my strengths were that I've already got some basic experience with architecture as I've done some projects around architecture in the past, so I'm not completely new to Autodesk Revit however there's room for improvement. I'm also passionate about the topic therefore I have a drive to learn and better myself so I can diversify my skills so I can become an overall specialist.

Weaknesses

I had a few weaknesses going into the project, my time management was a disadvantage because in doing the project I was home over the summer therefore my time to do the project wasn't as open as I initially thought. Because I was home over the summer, I was spending time with family and balancing a full-time summer job.

Opportunities

The project presented many opportunities as I have now built a connection with someone already established and successful within the industry. I now also have a potential reference for future work, and I have an industry standard project that can be displayed on my portfolio to advertise my skills.

I also had the opportunity to get a feel for what it's like to work within an industry environment as I got the chance to go to Brads office and experience his workflow and look at the scale of all of his on-going projects so I now have an idea of how much would be expected from me within the industry.

Threats

Potential threats to this project were my own time limits and not reaching deadlines, because as of starting the project I was relatively new to Revit, therefore I'd get stuck on tasks and adding in

features, to overcome this I did my own research on my issues to find a solution online and betted my own knowledge of the software and became stronger because of it.

Time management

For this placement I had roughly 7 weeks as I completed my project with BDarchitectural over the summer where I was juggling family time and a full-time job, I wasn't committing many hours per week, roughly over the 7 weeks I'd say I achieved the 80-hour minimum for my course.

Gantt charts are a common project management tool that assist planning and the scheduling of tasks within a project. They are an effective tool that can be used to benefit all sizes of project. These charts have a graph-like theme which aid the progress of tasks through visual representation.

When beginning this project, I chose a Gantt chart to manage my time as this method has worked for me in the past as I like to have visual representations of tasks so I'm able to see how far I've come and how far is left to go.

Time management was important because to keep on task over the summer when I was already busy wasn't going to be easy, making a Gantt chart essential. "Time management can help you learn how to make decisions, set goals, and budget your time skilfully. It's a way to stay organized and learn to prioritize your activities based on their importance."myhours.com(2024) the importance of time management available at: https://myhours.com/articles/the-importance-of-time-management[accessed 29 October 2024].





As seen above in figure 1 is a Gantt chart I made to aid with this project, its basic yet effective. Displayed are the basic tasks I set myself to complete the project for the client. I feel like this Gantt chart worked for me as its basic and clear however all relevant information is easily accessible.

Design brief

The design brief set by BDarchitectural was to measure and model an existing house and then create an extension that is in line with the clients wants and needs as a proposed model. To complete this brief I use Autodesk Revit which is a powerful tool for producing industry standard architectural projects and is widely used by many active experts in the industry today. As an aspiring architect it was imperative that I through practiced and developed my skills in the software. I also used Twinmotion for the rendering as this software is free and can also produce some nice-looking results, which is ideal for my portfolio to show off my skills. As well as being free the software is also incredibly powerful and easy to use with a large library of assets that will help give my materials a photorealistic look, boosting the overall appeal of my work.

Design Research

Throughout the process of this project there's been a lot of research and effort that went into the final product. When I first began the project the head of BD architectural came on site to help and guide me when measuring the property. I was able to get my own laser measuring device from amazon for a reasonable price and this device helped me to accurately measure the property so I could then create a true to scale model within Revit. Using the measuring device, I created a rough sketch of the floor plan(below).



It was critical that at the beginning of this project that I measured up correctly, this is because it can have severe implications when the building stage takes place, it can affect everything including the ordering of the materials and the precuts and the installation. By researching and creating a sketch of the floor plan it helped when modelling the building by having a visual guide to refer to therefore speeding up the process of modelling. I also measured the 2nd floor just in case the extension was to overlap with the floor levels(below).



After creating the draft existing drawing(above) I had to measure all the walls due to issues within the set up of the walls, I had set the walls to be too thin so when I thicken them it altered all the measurements and made them regular and different to the actual measurements of the property. The image above was my drawing of the existing version of the property and then Brad from BD architectural added some notes that I went back on and check, changed or added. A few tips given was to change the usage of the windows and doors tool to the curtain walling tool, which allowed me to add mullions and automatically embed the window/door into the wall, making for an easier and better experience, this is because is a window/door needs to be moved the component is embedded and the cut out for the wall is brough to the new location with the window or door. After this feedback I also had to remeasure as some of the objects in the project needed to be double checked for the correct measurements.



I had also been given an example of what I was aiming for. The example (above) is the floor plan and elevations for a house similar to my own. This gave me a clear idea of what I was aiming for and the standard of work expected from me, and the way in which to format my work.



The plans and elevations (above) are my final design for the project. As seen from the previous floor plans, I have added the extension to the side of the house. It's a common misconception that this would be called a rear extension however due to the extension not starting from the rear most point of the property this is not the case, it is considered a side extension. To show that where the extension is, and which part of the plan is new I have changed the colour of the drawing to be a solid black wall, so it's clear which area is new and is not yet existing on the property. I have also used a dashed line to outline where the doors used to be to make it clear within my plans what has been removed and what has been added.

The materials used of the extension are the standard bricks and plaster for the main walls and an aluminium frame and handle for the bifold doors. The lantern's sky light will be made from uPVC as this is cheaper than aluminium and energy efficient, I think this option also looks aesthetically pleasing. One of my first designs for the extension was to have the bifold only be a 2 door, however the elements to the door were larger and still covered all the wall spacing available. I had to incorporate the BIM rules and regulations within my drawing and give a distance of 655mm from the corner wall to the beginning of the door, as this will ensure that the building has structural integrity and will not risk collapsing.



The render above is the first and most basic render of the project without all of the fine detailing.



Above is my final render for this project. As seen, I added all of the fine detailing in with accurate brick work and I also made the windows to the property resemble the real-life house more. As seen, I have added a 3 door bifold as per the clients request. I have also added the materials into the model to again make the final product more phot realistic.

For rendering purposes I created a replica of the garage however I did not measure it or create it to the exact scale. This is because the only reason its here is for rendering purposes, therefore it would have been a waste of time measuring it when it adds no value to the technical drawings, however I did measure the distance from the house to the garage as this would be important what the builders read the plans. I also added a car from my previous project here for rendering purposes.







Above are some of my final renders that went on my Instagram and LinkedIn pages as I use both of these platforms as my live portfolio. As the project has progressed there's been vast development within the design process and the level of detail involved in the model.

Ethics & sustainability

The blend of ethics and sustainability in architecture is crucial, particularly in the context of SDG 12, which promotes responsible consumption and production. Architects have a responsibility to design buildings that minimize their environmental footprint throughout their lifecycle, from material sourcing to construction and operation. This means prioritizing sustainable materials, reducing waste, and incorporating energy-efficient technology. By embracing circular economy principles, architects can design buildings that are easily deconstructed and repurposed, minimizing resource waste and the time energy and cost of producing something completely new. For example, using locally sourced and recycled materials, choosing renewable energy sources, and incorporating green roofs and rainwater harvesting systems can significantly reduce the environmental footprint of a building benefiting the environment and helping to collaborate with SDG12.

Furthermore, promoting responsible consumption through design features that encourage resource conservation and waste reduction, like composting systems and water-efficient fixtures, can contribute to a more sustainable future. Architects can also consider the social impact of their designs, ensuring accessibility for all and creating spaces that foster community engagement. By prioritizing the long-term impact of their designs on the environment and society, architects can make ethical and sustainable choices that contribute to a greener and ecofriendly world.

Not necessarily in this project specifically however projects similar could involve the destruction of nature such as vegetation and shrubbery which isn't very ethical or sustainable. The purpose of the SDG is to benefit the planet meaning that in this case the goal would be to work with nature to keep it regenerative and health.

The way I can be making my work more ethical and sustainable would be material choices, this is because the location of the extension for the project doesn't impede any nature nor is it tall enough to disturb or block and areas from natural light, therefore it's important that I consciously make positive material choices. For the centre piece of this project, the lantern skylight, I chose to have the main material be uPCV. uPVC stands for unplasticized polyvinyl chloride and is a strong material with low maintenance and is weather resistant. This material is also energy efficient; this is because it has the ability to trap heat within, it's a very good insulator meaning that the home energy consumption is reduced because there is less need for additional heating. Whilst uPVC is a plastic, when its manufactured there are no plasticisers added, which is where the unplasticized name comes in, this means that the material is strong, ridged and durable. Plasticisers and what's added to plastics to give them flexibility. uPVC is also relatively affordable making it even more popular in modern architecture, which paired with all of its other qualities it why I chose to use it within my project.

Another design choice that I made was to have the frame of the bifold doors to me made from aluminium. Whilst aluminium does have major draw backs when it comes to emissions, due to the process of manufacture creating perfluorocarbons (PFCs) which are a potent greenhouse gas and remains within the atmosphere for thousands of years. In the aquatic environment,

aluminium acts as a toxic agent on gill-breathing animals such as fish and invertebrates, by causing loss of plasma- and haemolymph ions leading to osmoregulatory failure. In fish, the inorganic (labile) monomeric species of aluminium reduce the activities of gill enzymes important in the active uptake of ions. Aluminium seems also to accumulate in freshwater invertebrates. Dietary organically complexed aluminium, maybe in synergistic effects with other contaminants, may easily be absorbed and interfere with important metabolic processes in mammals and birds. Rosseland, B.O., Eldhuset, T.D. & Staurnes, M. Environmental effects of aluminium. *Environ Geochem Health* **12**, 17–27 (1990). https://doi.org/10.1007/BF01734045 [accessed 14 November 2024].

However despite the negatives and the toxicity of aluminium it's also one of the most commonly recycled materials on the planet, this is because aluminium to infinitely recyclable. As a result of aluminium being recycled multiple times over, around 75% of all aluminium ever produces is still in use today. Just in the USA alone the recycling of aluminium saves over 90 million barrels of oil equivalents each year which is huge. The Aluminum Association (2021). *Sustainability – Recycling* | *Aluminum Association*. [online] www.aluminum.org. Available at: https://www.aluminum.org/Recycling. [accessed November 14 2024]

The most common sustainable ideas to create a better world is to recycle. Recycling is everywhere and on 99% of products and consumables there are instructions for proper disposal. A big thing at the moment is to avoid using single use plastics as these end up in landfill and can take from 20 and 500 years to decompose and even then, the plastic never fully disappears. United Nations (06/2021) Plastic is Forever, Available at:

https://www.un.org/en/exhibits/exhibit/in-images-plastic-

forever#:~:text=Plastic%20waste%20can%20take%20anywhere,in%20the%20last%2013%20y ears. (Accessed: 18/11/2024). I did consider the impact of single use plastics and how the building materials can be responsibly sourced and how to include as much recycled material as possible, hench why using uPVC.

I've also considered the reduction of energy usage which is also a big sustainable factor at the moment. Previously in the USA from 2019 and 2021 there has been a 46% increase in co2 emissions sector. The biggest contributing factors to this are the heat and electricity sector. I believe the reasoning for this increase is due to the COVID 19 pandemic as more people were inside and working from home and not going out that meant that the usage of electricity and energy rose. lea50(03/2022) global energy review:CO2 emissions in 2021, available at https://www.iea.org/reports/global-energy-review-co2-emissions-in-2021-2(accessed 18/11/2024).

I have though about the usage of energy and how my extension can not add to the consumption of energy. I did this by using the uPVC skylights properties and its ability to keep the heat in, therefore reducing the need for additional heating during the winter not only saving money but also reducing energy and CO2 emissions.

Communication

In a project like this communication is key, as one of my goals was to ultimately learn and better my skills. I made sure that during the course of this project I had regular meetings with the head of BD architectural which had taken place in his office most weeks, just a short cycle from my home in Nottingham. By communicating weekly and having that contact it meant that I always had the guidance of the mentor and that my work was being monitored regularly to ensure that progress was being made and I was on track.

As I was the only person assigned the project it meant that I didn't have a team so unfortunately, I wasn't able to practise my teamwork skills and communication within a team. If I can repeat a project similar to this, I would have enjoyed the opportunity to work within a team because I feel this is something I've been lacking. Whilst I missed out on working in a team, I did get experience communicating with a client. The client of the project was my parents so this meant that I could talk to them about the proposed extension at any time and I could make instant alterations to the plans according to their vison.

As an aspiring architect, I've learned firsthand that communication is the lifeblood of any successful project. It's not just about exchanging technical drawings and specifications; it's about creating a collaborative environment where everyone feels heard and understood. Imagine trying to design a home without ever talking to the people who will live in it! That's the kind of disconnect that can happen when communication breaks down, as designers we don't always think about the customers' needs as unfortunately this sometimes slips our minds.

From the initial client meeting, where I listen to their specifications, to the final walkthrough with the renders, every step requires clear and open understanding. I needed to be able to explain my design choices, address concerns, and gather valuable feedback. And it's not just about communicating; it's about building an understanding where everyone feels comfortable sharing their thoughts and ideas.

Reflection

Upon reflection for this project, I'm extremely happy with the outcome, not just the result but the knowledge and experience I have gained from the process.

I have vastly improved within Autodesk Revit in all areas, when beginning this project I was basically brand new to Revit and the only architecture experience I had was ArchiCAD, so the switch to Revit wasn't a huge jump however there were still some differences and barriers. I am now relatively comfortable in the software and drawing to scale from measurements, as I had problems with the sizes of the walls and overall proportions. The problem was that the dimensions would offset and change through the creation of the building throwing everything off and leading to most walls being larger or smaller then needed. I later found that this was due to them not being locked in place leading them to change and then throw out all the proportions, this problem has ensured that now whenever using the software I make sure that I lock my walls to prevent them from moving.

Another problem was that upon setting up the Revit document I had set the walls to the wrong size making them thinner than needed and also having many different walls that were not

needed, the way to avoid this problem is to set up the walls properly before starting the project and to set materials to the correct corresponding wall.

One of the keys things I learnt that I now take into most of my project is the usage of curtain walling and what a time saver and a powerful tool this is. Curtain walling makes it so easy to embed windows and doors into existing walls and then to add curtain grids and use the add million tool to create an accurate window frames and door frames instead of creating a new family, this is such a time saver and a more effective method to get the desired result, with this method it's easy to get an exact replica of the windows and doors to be imitated.

Upon reflection I have also been able to improve my Twinmotion skills to create more photorealistic renders which was one of the targets I set myself at the beginning of this project. I think it's important to get photorealistic renders at they make the work stand out so much more when on a portfolio, especially since one of the reasons for this project was to improve my portfolio. However, I also learnt how to use sketch lines and create renders that look like drawings, I found this really appealing and feel that they can really stand out within my portfolio as these types of renders tend to be eye catching. I did create both a black and white version and a coloured version of these renders and both look appealing.

The biggest challenge within this project was to get the rendering right. Originally, I tried to work within Revit to complete a render however there are limitations within Revit in terms of renders and the final renders ended up with a green sky. I overcame this challenge by doing all of my renders purely within Twinmotion as this allowed me in import existing assets so I could then populate my designs more. Twinmotion also gave better material renders and really elevated my work. in the future I don't think I'll use Revit's rendering as Twinmotion produces a much higher quality image and therefore is superior.

Enhanced skills

Throughout the duration of this project I feel like I have greatly improved the skills and my levels of knowledge surrounding architecture. From learning building standards and regulations relating to BIM (building information modelling) These rules and regulations help to ensure that BIM is used effectively and consistently, leading to better project outcomes and more efficient construction processes. And also, the improvement of my software skills and my ability and confidence to create higher quality work. by further developing my skills in Revit it has significantly enhanced the quality of my work. With Revit, I am able to achieve improved precision in my designs, reducing errors and discrepancies. The software's advanced 3D modelling and rendering capabilities allow me to create highly realistic visualizations, which helps in better understanding and communication with clients as I am able to convey their vision in a clearer more understandable way. The integrated tools streamline my workflow, making the design process more efficient and allowing me to focus on creativity and innovation. Additionally, Revit's detailed data and information management support better decision-making throughout the project lifecycle, from the use of materials and the positioning for assets. The software's analysis tools enable me to design more sustainable buildings, improving the overall quality of my work. By enforcing consistency and adherence to industry standards, Revit ensures that my work meets professional benchmarks. Overall, mastering Revit has empowered me to produce more accurate, visually appealing, and efficient designs, leading to higher quality outcomes in my projects.

Enhancing my skills in Twinmotion has greatly improved my work. Twinmotion's real-time

rendering and immersive visualizations helped me to present architectural designs more effectively and to a higher standard. Its intuitive tools and vast library of materials and effects allow for quick adjustments and detailed scene with seamless integration with other CAD and BIM software's. Overall, increasing my Twinmotion knowledge has elevated my ability to create compelling visual presentations, resulting in better project outcomes and client satisfaction.

Handover

my handover documents consisted of a site plan which showed the landscape including the garden and the garage and the first floor. I also produced a few sheets, the sheets being, first floor existing, first floor proposed and the second floor existing and proposed. If I were to take this project further, I'd produce technical drawings which are a set of detailed plans and notes outlining key points of construction used by the builders to better construct the architects vision. I also could have used my handover documents to apply for planning permission from the council, which would have then allowed the project to have a confirmed design and ensure that everything is approved. I also could have produced a bill of materials which is basically the cost analysis of the project, it would include the cost and the quantity of the extension materials which would then make it easier to give the client the price for materials and then labour.



as seen above I have my two main handover documents, my floor plan and my elevation, which will be given to the client so they can approve my designs and also be given to the builders for them to follow, as mentioned before the builder will also need a technical drawing in order to streamline the process of building my designed extension.

Conclusion

My summer placement in the architectural field at BDarchitectural was an incredibly enriching experience, both professionally and personally. During this time, I had the opportunity to design an extension for a house, applying my theoretical knowledge to a real-world project. This task allowed me to refine my skills in architectural design, more specifically Autodesk Revit and build upon my problem-solving, and client communication skills.

The high-quality renders and industry-standard work I produced are a testament to my dedication and effort put in over the summer. Seeing the results of my work has been immensely rewarding and has significantly boosted my confidence in my abilities within the

software used. Each step, from initial sketches to final renderings, honed my attention to detail and solidified my understanding of architectural workflows. Moreover, working alongside an experienced architect and an industry professional provided me with invaluable insights into the practicalities of the profession. The feedback and guidance I received played a crucial role in shaping my approach to design and execution. I learned the importance of balancing aesthetic considerations with functional requirements, as well as adhering to building codes and regulations also known as BIM. This placement also outlined the significance of effective communication in achieving project goals from communication with a manager/ supervisor to client communication. Engaging with clients to understand their vision and requirements was a key aspect of the design process, teaching me how to translate client needs into viable design solutions.

Overall, this placement deepened my understanding of architectural principles and affirmed my passion for this field as a potential career path. I am grateful for the mentorship and support I received, and I look forward to leveraging this experience in my future endeavours in architecture and juts the design industry in general. The skills and knowledge I gained will undoubtedly serve as a strong foundation for my continued growth and success in the industry.

References

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Bibliography

A link to my live cv/ Instagram page

https://www.instagram.com/luke_legge_cad/



Live cv: http://lukelegge.winchesterdigital.co.uk/live-cv.html

BSc CAD Year 3 Study Plan

Proposal Form

Name:- Luke Legge

This form should be submitted with your Year 3 Learning Plan and a copy of your Live CV

Overview of the project

Briefly describe the task, the relevance of your industrial partner/placement, the role that you will be able to fulfill and the way that this will enhance your learning.

For my 3rd year the plan will be to get a placement at a domestic architectural firm. The firm is close to my home address in Nottingham and the business has done some extensions for my neighbors and local people in my area. The business is called BD Architectural and based in Nottingham. I've recently had a call with the owner about a placement and the potential to learn from him. As my neighbors have had work done by this company, I have had the chance to see the amazing and highquality work that this company can output.

My aim for the placement will be to fully take advantage of the business I am working for and ill be building as many connections as possible to get my foot in the door of the industry. My main aim would be to finish my placement with prospects of a job after university or to even have more direction about where I'd like to take my career in the sense of having access to job applications for other firms.

Id also like to further my skills in various other software. Id like to maybe try out some new software and to further my understanding of the current software I use. And to be able to strengthen my creative mind in order to be able to better think of solutions to problems and alternative ways to complete the same tasks.

What key opportunities will this task offer you in the following areas

1. Practice

- Practice in industry and business level interactions. Such as business etiquette and the proper manner in which presentations and proposals are supposed to be conducted.
- To practice teamworking and team communication.

2. Technology (inc software skills)

- New software that is foreign to me and develops skills to an industry standard.
- New mastery on current software knowledge e.g. how to get faster and become more employable. Id also hopes to be able to have a deep connection which current software and use it to better execute my visions for design. So, in order to do this id have to be able to fully understand every feature and there full capabilities.

3. Processes (Design Processes, Project Management / Time Management etc)

- Practicing industry standards techniques.
- Working in a team environment and managing time and tasks as a team.

4. Critical Analysis (Reflective Processes / research skills)

- It will allow feedback from active industry domestic architects therefore I'll be able to reflect on this and become a better designer.
- Build higher levels of project reflection and refinement.

Learning Outcomes

Please indicate how each outcome will be met in relation to the key opportunities that you have described above (Drag the ticks to the appropriate boxes add more if needed)

	1	2	3	4
Have a detailed knowledge and understanding of their practice in relation to the development of interactive products as well as the component disciplines.	x	x		
Apply the methods and techniques that they have learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects.		X	X	
Undertake a detailed analysis of both the interpretation and setting of specifications or other briefs.			x	X
Identify and liaise with any relevant authorities to negotiate and obtain approval for their design specifications.	x			
Identify appropriate formats to digitize assets and deliver their designs so that others can easily implement them.		X	X	

Agreed Assessment Submission

Project Outcome

This will include: - building industry connections and learning industry tips and tricks in order to become more employable.

Project Portfolio

This will contain: - a summery of why my placement has be beneficial, what I have learnt and how it will impact me going forward.

Signed & Agreed by :-

Placement Representative

Supervising Tutor

Student

Vegge







