

ENGLISH

ENGLISH FOR DIGITAL DESIGN



- Discuss a range of design theories, and methodologies
- Apply design thinking in to solve simple problems
- Frame problems as opportunities for creative solutions
- Generate and evaluate a range of possible solutions to a design problem
- Work iteratively, learning what works and does not work to improve solutions

ADD MORE TO YOUR COURSE



WEEKLY ELECTIVES

Study English your own way with our great range of weekly Friday electives.



CAREER HUB

Be ready to find work.
The workshops focus on giving you all the essential tools - from CV and cover letter writing to interview practice



PROFESSIONAL SPEAKING CLUB

Give your speaking skills a boost with an additional 2 hours of work-related speaking

ENTRY REQUIREMENT:

Suits Intermediate students (IELTS 5.0) to Upper Intermediate students (IELTS 6.0) or equivalent in the Greenwich English College Placement Test (Available at the College or online).

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Week 1 |
Overview of Digital Design
and Design Theory



Week 2 |
Components of Digital Design
(colour theory and photography)



Week 3 |
Practical Application of Design



Week 4 |
The User Experience



DURATION
4 WEEK MODULE



DAY & EVENING
TIMETABLE



INTAKES EVERY
4 WEEKS

COURSE CONTENT

- Needs analysis
- Setting problems
- Problem-solving
- Iterative methods
- Following through and creating an object that fits a need.

The design thinking can be applied to solving just about any problem. In this class, you will apply design thinking to generate creative concepts, but you will be able to apply the principles you learn to many of the projects in your life