



ADVANCED DIPLOMA IN JEWELLERY DESIGN

Awarded by : Raffles College of Higher Education, Singapore
Intakes : January, April, July, and October
Duration : 1 Year and 6 Months (Full-time)

Core Modules

Digital Presentation

The objective of this module is to provide students with general knowledge of digital presentation theories, planning, applications, and designs, as well as practical methods and practical skills for creating digital presentations. Students will be able to identify different methodologies and tools for presenting their ideas digitally as well as apply the appropriate digital medium for the generation of design ideas, thereby grasping the skills needed to prepare and deliver effective and meaningful presentations.

Credit Points: 10

3D CAD Prototyping

This module provides students with essential knowledge for the production of 3D models using Computer-Aided Design (CAD). It addresses engineering challenges with a strong emphasis on industry standards and specifications and the interpretation and preparation required for output in 3D printing and laser cutting.

Credit Points: 15

Human Factors

Through this subject, students will critically analyze the importance of user scenario. It will allow students to critically consider the importance of size, weight, as well as the comfort of the user. This module also examines the use of anthropological and ergonomic data in Product Design including understanding the psychology of consumer behaviour and identifying user needs through analyzing the role of the consumer in a contemporary and historical context by examining economic, social, commercial, and gender topics.

Credit Points: 5

Studio Practice: Fabrication Methods 3

Students will be exposed to a range of fabricating methods, such as Repousse, Dye forming, Reticulation, Texturing and Granulation. Using metal sheets to create different forms and applying these forms into a series of work. Students will be exposed to a new material, Resin and its own working process.

Credit Points: 15



3D Conceptualisation

In this module, students will learn the different methodologies for better conceptualization, including applying concepts to data, through the patterns that can lead to a unique and appropriate design solution, influenced by factors such as technology, visuals, words, cultural trends, and market research. Students become conscious of what concepts mean and how they are defined.

Students will be taught two different approaches – Multivariate Typology and Canonical Typology – for establishing a mind map as a potential associated outcome of ideas, using several design thinking techniques to understand and create design solutions for determining topics, referencing of the following: words and images, associations, inspirations, concept generations, shape, and forms.

Credit Points: 15

Design Rendering

Students are exposed to different rendering skills and will use different types of mediums to render the final work. Through rendering, students are able to demonstrate their thoughts and ideas clearly to clients or lecturers. This skill will enhance students' confidence and develop them as professional designers in terms of improving accurate communication, live freehand drawing, and discussion of ideas and concepts to develop.

Credit Points: 15

Studio Practice: Enamelling and Glass

Students will be exposed to Glass in different form such as Enamelling and contemporary applications in Glass, further expanding knowledge in material applications within jewellery design. Students will explore the different types of glass sheets, rods as well as powder form glass. The techniques help students to understand how glass and enamel can be used as part of a jewellery.

Credit Points: 15

Academic Research and Communication Skills

This unit covers key aspects of research and communication studies in academic contexts relevant to students of design and marketing. Students engage in collaborative learning activities throughout the term in order to develop their teamwork skills.

Students learn to locate, understand, and critically evaluate information from books, journals, the Internet, and primary sources, in order to do effective research. Using these sources of information, students then produce an extended piece of analytical writing and give oral presentations to their peers. Skills in doing primary research (i.e. conducting interviews and surveys), accessing and evaluating information, paraphrasing, using established referencing systems, applying the principles of effective communication, and the professional presentation of documents, are all covered during the module.

Credit Points: 15



Visual Merchandising

To provide students with an understanding of the history of modern retail environment and its development and practical knowledge of Visual Merchandising techniques. Students will understand store layouts, fixtures & fittings, mannequins, lighting, display principles and in-store merchandising systems.

Credit Points: 15

Jewellery Technology

Analysis and investigation of a range of manufacturing processes (one-off and mass production) through visits to industry, will broaden knowledge and understanding of the constraints of specific processes and their applications within jewellery design.

With the current technology students could explore more on printing of jewellery pieces as well as casting it directly into silver pieces.

Credit Points: 15

Studio Practice: Silversmithing

Students will be introduced to specific processes such as Anticlastic and Married Metals which include, Mokume Gane, Kumboo and Inlay. Students are to use Fabrication Methods 1, 2 and 3 to guide students' creativity to create a series of work applying it into silversmithing module. Students will be exposed to various design influences, conceptual ideas and practical solutions relating to contemporary.

Credit Points: 15

Developing Fashion

This module will offer the knowledge and skills through practical exercises and examples, to enable students to develop ideas from fundamental research, concept, and processes that explore design in order to communicate these ideas into developing fashion and collections.

Credit Points: 15

Generative Design

Students will be introduced to the most efficient shape based on defined material, constraints and stresses. It takes modelling from computer-aided to computer-driven – with resulting forms. Creating lighter components, minimising material waste in downstream manufacturing, and creating highly customised designs well-suited for casting or high-resolution 3D printing, with the fundamental knowledge to do calculations and stress tests on the designed components, preparing the project for manufacturing.

Credit Points: 15



Design Management

To prepare students for the real-world industry, students are taught the necessary skills for communication of their portfolio, website, interview session, resume, and curriculum vitae. In this module, the dialogue and research is a crucial factor to assemble a good collection of techniques that will help them in the professional environment. Students need to understand the importance of professional practice, including areas of project management, intellectual property, legal aspects, meeting procedures, client management, market and user research. This module provides Product Designers an insight into how to manage a project while appreciating the roles of design as well as the designer in projects. It covers the concept of design for value, integrated design, the client's brief, design evaluation, and the impact of design.

Credit Points: 15

Gemstones Identification

Identification of gemstones will allow students to have a broader knowledge when designing and demonstrating a good understanding of precious and semi precious stones used in the commercial industry. Students are exposed to all types of gemstones that are commonly used in the market.

Credit Points: 15

Computer Rendering

Students will acquire knowledge of fundamental algorithms, data structures, and programming models utilized in 3D graphics applications. The curriculum will encompass the processes of creating computer-generated images and videos, which are now ubiquitous in contemporary society and serve as vital tools for conveying and developing conceptual ideas. Students will examine methods for generating photorealistic and non-photorealistic images from 3D models, engaging with these concepts through practical implementation in modern computer graphics software.

Credit Points: 15

Industrial Attachment

This module aims to provide students with the opportunity to gain real-world industry experiences and professional practices in their chosen discipline. It allows students to establish connections, develop useful contacts, and gain industrial skills and an overall perspective of the discipline. The industrial attachment is intended to enhance students' educational experience and prepare them for their careers.

Credit Points: 20

Industry and Community Engagement

In this module, students are required to use their design knowledge and skills in industry-focused and/or community-based projects. These projects are facilitated by the lecturer or tutor, and there will be interactions with and feedback from key industry/community project mentors. The module is intended to prepare students for the expectations of the fast-paced real-world industry, and professional practices in careers in their chosen discipline.

Credit Points: 20



Studio Practice: Gem Analysis and Stone Setting

Students will be exposed to a range of Stone setting methods and Gem analysis – including classifications and identification processes of precious and semi-precious stones, further enhancing their main area of study.

Credit Points: 20

Major Design Project – Jewellery Design

This final project will be self-proposed, from previous projects undertaken throughout the year and developed through to pre-production stage, under the supervision and guidance of a studio lecturer.

Credit Points: 20