

Course Specification

Course Code CPD 3411 Course English for Designer 1 Area of Study Applied Arts Program in Creative Product Design

Faculty of Fine and Applied Arts,

Suan Sunandha Rajabhat University

Semester....1......Academic Year......2023.....

Section 1 General Information

1. Course Code and Title

Course code	CPD 3411
Thai Title	ภาษาอังกฤษสำหรับนักออกแบบ 1
English Title	English for Designer 1

2. Number of Credits 3(3-0-6)

3. Programme and Course Category

3. Progr	amme and Course Category	ý
3.1	Programme	Bachelor of fine and Applied Arts, Creative Product Design
3.2	Course Category	Compulsory Course
4. Cour	se Coordinator and Lecture	r
4.1	Course Coordinator	Dr.Nichanant Sermsri
4.2	Lecturer	Dr.Nichanant Sermsri
5. Con	tact Details	3 nd Floor, Faculty of Fine and Applied Arts
6. Seme	ester / Year of Study	
6.1	Semester	1/2023 Year of Study 3
6.2	Number of students	30 students
7. Pre-	requisite (If any)	none
8. Co-r	equisites (If any)	none
9. Plac	e of Lecture	Faculty of Fine and Applied Arts, Suan Sunandha Rajabhat University
10. Date	e created or last updated o	f course details 1 June 2023

Section 2 Goals and Objectives

1. Course Objectives

Students will be able to:

1.1 Know English basic grammar, i.e. listening, speaking, reading, writing and design vocabulary

- 1.2 Express/describe their ideas in English properly
- 1.3 Learn and practice listening, speaking, reading and writing for appropriate communication

2. Course Development/Improvement Objectives

To be consistent with the 2009 National Qualifications Framework for Higher Education and the standards of learning outcomes according to desirable graduate characteristics in the curriculum

Section 3 Characteristics and Course Operation

1. Course Description

Introduction to English listen, speaking, reading and writing skills, usage of English for communication in Design.

2. Teaching Hours per Semester

Lecture (Hours)	Additional Teaching (hours)	Practicum/Field Study/ Internship (hours)	Independent Study (Hours)			
3 hours/week	Depending on the particular	None	6 hours/week			
	needs of the learners					

3. The number of hours advisor provide consultants and suggestions to individual students

(Please specify. For example 1 hour / week)

- 3.1 2 hours per week and lecturer will inform the schedule to the student in first hour.
- 3.2 Telephone/Mobile consultation 09-2519-4551
- 3.3 Email: nichanant.se@ssru.ac.th

Section 4 Development of Students' Learning Outcome

1. Ethics and morality

- 1.1 Ethics and morality needed for students' development
 - ullet (2) Has self-discipline, punctual, self and social responsible

1.2 Teaching Methods

- 1) Lecture using PowerPoint and videos
- 2) Group assignments and presentations
- 3) Individual assignments and presentations
- 4) Self- practice for small practical evaluation throughout the semester

1.3 Evaluation Methods

- 1) Evaluate punctual class attendance by signing every time.
- 2) Evaluate punctual in submitting assignments.
- 3) Evaluate individual and group assignments

2. Knowledge

2.1 Knowledge needed for students' development

• (3) Is able to integrate knowledge in the subject studied with knowledge in other relevant disciplines

2.2 Teaching Methods

- 1) Lecture using PowerPoint and videos
- 2) Group discussions related to the given topic
- 3) Individual assignments

2.3 Evaluation Methods

- 1) Evaluate individual skills in speaking and listening, and in reading and writing
- 2) Evaluate group presentations
- 3) Evaluate midterm examination and final project presentation

3. Cognitive Skills

3.1 Cognitive Skills needed for students' development

ullet (2) Is able to apply knowledge and skills to solve problems effectively

3.2 Teaching Methods

- 1) Lecture using PowerPoint and videos
- 2) Individual assignments
- 3) Presentation practice

3.3. Evaluation Methods

- 1) Evaluate individual and group oral presentation
- 2) Evaluate final project Presentation

4. Interpersonal Skills and Responsibilities

4.1 Interpersonal skills and responsibilities needed for students' development

• (1) Is able to communicate efficiently

4.2 Teaching Methods

1) Lecture using PowerPoint and videos

2) Group assignments and presentations

4.3 Evaluation Methods

1) Evaluate their individual skills in speaking and listening, and in reading and writing

2) Evaluate group assignments and presentation

3) Evaluate students' participation

5. Numerical Analysis, Communication and Information Technology skills

5.1 Numerical Analysis, Communication and Information Technology skills needed for students' development

• (2) Is able to use information technology efficiently

5.2 Teaching Method

1) Lecture using PowerPoint and videos

2) Individual assignments to use information technology searching and presenting their assignments

5.3 Evaluation Methods

- 1) Evaluate individual assignments and presentation
- 2) Evaluate students' participation

6. Psychomotor Domain

6.1 Psychomotor Domain skills needed for students' development

• (2) Is able to apply theories into practice

6.2 Teaching Method

1) Lecture using PowerPoint and videos

2) Presentation practice

6.3 Evaluation Methods

- 1) Evaluate individual assignments and presentation
- 2) Evaluate students' participation



means major responsibility

Symbol **O** means minor responsibility

Leave Blank means not responsible

These symbols will show in curriculum mapping

Section 5: Study Plan and Evaluation

1. Teaching Plan

Week	Topic / Details	Hours	Learning Activities and Materials	Lecturer
1	Course Introduction	3	Onsite Learning	Dr.Nichanant Sermsri
	- Course description		Activities:	
	- Study plan		- Lecture	
	- Class activities		- Q&A	
	- Evaluation & assessment: percentage		Materials:	
	and criteria		- Power Point	
	- Pre-Test		- TQF: HFd 3, Google Form	
	- The importance of English language			
2	Greetings, Introductions and Departures	3	Onsite Learning:	Dr.Nichanant Sermsri
			Technology: Google Classroom	
			Activities:	
			- Lecture	
			- Q&A	
			Materials:	
			- Power Point	
			- Videos	
3 Describing People and Things		3	Onsite Learning:	Dr.Nichanant Sermsri
			Technology: Google Classroom	
			Activities:	
			- Lecture	
			- Group work	
			- Role play	
			Materials:	
			- Power Point	
			- Videos	
4	Asking and Giving Directions/ Travelling/	3	Onsite Learning:	Dr.Nichanant Sermsri
	Talking about Leisure		Technology: Google Classroom	
			Activities:	
			- Lecture	
			- Q&A	
			Materials:	
			- Power Point	
			- Videos	

TQF: HEd 3

Falking about weather and Concerning Environment Going Shopping/ Food and Drinks/ Dining Dut	3	Onsite Learning: Technology: Google Classroom Activities: - Lecture - Individual work - Role play Materials: - Power Point - Videos Onsite Learning:	Dr.Nichanant Sermsri
Going Shopping/ Food and Drinks/ Dining	3	Activities: - Lecture - Individual work - Role play Materials: - Power Point - Videos	
	3	 Lecture Individual work Role play Materials: Power Point Videos 	
	3	- Individual work - Role play Materials: - Power Point - Videos	
	3	- Role play Materials: - Power Point - Videos	
	3	Materials: - Power Point - Videos	
	3	- Power Point - Videos	
	3	- Videos	
	3		
	3	Onsite Learning:	
Dut			Dr.Nichanant Sermsri
		Technology: Google Classroom	
		Activities:	
		- Lecture	
		- Q&A	
		Materials:	
		- Power Point	
		- Videos	
Making appointments	3	Onsite Learning:	Dr.Nichanant Sermsri
		Technology: Google Classroom	
		Activities:	
		- Lecture	
		- Individual work	
		- Role play	
		Materials:	
		- Power Point	
		- Videos	
id-term period	3	Examination Test	Dr.Nichanant Sermsri
)o. Does questions	3	Onsite Learning:	Dr.Nichanant Sermsri
	2		
i		id-term period 3 Do, Does questions 3	 Lecture Q&A Materials: Power Point Videos Aaking appointments 3 Onsite Learning: Technology: Google Classroom Activities: Lecture Individual work Role play Materials: Power Point Videos Activities: Lecture

TQF: HEd 3

Week Topic / Details		Hours	Learning Activities and Materials	Lecturer		
			- Videos			
10	WH- questions	3	Onsite Learning:	Dr.Nichanant Sermsri		
			Technology: Google Classroom			
			Activities:			
			- Lecture			
			- Q&A			
			Materials:			
			- Power Point			
			- Videos			
11	Imperative Sentences	3	Onsite Learning:	Dr.Nichanant Sermsri		
			Technology: Google Classroom			
			Activities:			
			- Lecture			
			- Discussion			
			- Q&A			
			Materials:			
			- Power Point			
			- Videos			
12 -13 Technical terms used in Design		3	Onsite Learning:	Dr.Nichanant Sermsri		
	Design Articles		Technology: Google Classroom			
			Activities:			
			- Lecture			
			- Individual work			
			- Reading			
			- Q&A			
			Materials:			
			- Power Point			
			- Videos			
14-15	Delivering the Presentation	3	Onsite Learning:	Dr.Nichanant Sermsri		
			Technology: Google Classroom			
			Activities:			
			- Lecture			
			- Q&A			
			Materials:			
			- Power Point			

TQF: HEd 3

Week	Topic / Details	Hours	Learning Activities and Materials	Lecturer
			- Videos	
16	Practicing a Presentation	3	Onsite Learning:	Dr.Nichanant Sermsri
			Technology: Google Classroom	
		Activities:		
			- Lecture	
			- Q&A	
		- Presentation practice		
			Materials:	
			- Power Point	
			- Videos	
17	Final period	3	Examination Test	Dr.Nichanant Sermsri

2. Learning Outcome Evaluation Plan

(Specify evaluation methods of learning outcomes for each subject according to Curriculum Mapping, evaluation week and proportion of evaluation)

Learning Outcomes	Evaluation Methods	Week	Proportion of Evaluation
1.2, 2.3, 3.2, 4.1, 6.2	Group work	3	10%
1.2, 2.3, 3.2, 6.1	Individual work	4,5,6,7	40%
1.1	Class Attendance	Entire semester	10%
1.2, 2.3, 3.2, 5.2	Midterm	8	20%
	Final period	17	30%

Section 6 Learning Resources

1. Important Documents and Information

Handout

2. Recommend Documents

- 1. Step-By-Step Grammar & English Usage ไวยากรณ์อังกฤษ ฉบับเข้าใจง่ายด้วยภาพ
- 2. Wh-Question. ฝึกตั้งคำถามหัวใจของการฝึกพูดภาษาอังกฤษ. กรุงเทพฯ: Dดี, 2553.
- 3. หนังสือพิมพ์ Bangkok Post และ The Nation
- 4. ศออ(ศูนย์อำนวยการแก้ปัญหาภาษาอังกฤษ). กระชับวงล้อมภาษาอังกฤษ 7 ขั้นตอนจากเบาไปหาหนักตามหลักสากล. กรุงเทพฯ: Minibear Publishung, 2553.

Section 7 Evaluation and Improvement

1. Course Evaluation by Students

- Group discussion between the instructor and the student.
- Learning Satisfaction Survey

2. Teaching Assess

- Student learning outcomes
- The assessment results and comments

3. Teaching improvement

Use the results from 1 and 2 to analyse advantage areas for improvement to improve teaching and learning activities in the future.

4. Verification of Students Achievement Standard in the Course

During the course, a verification of the results in the topic/s expected from learning by random checking students' performances including test results and grades.

- The verification of the results from the students' work.

- Form a committee in each field of study to examine the results of students learning by examining the ability and how to score the test and behaviour.

5. Review and Adjustment Planning of Course Effectiveness

Evaluation and verification of the achievement of course will be used in planning for the improvement of teaching and course content to achieve greater quality as follows.

- Check and update course every year or improvements based on feedbacks and results of verification of achievement of course.

- Change or switching instructors to give students a perspective on the characteristics and uniqueness of qualified persons in order to apply for students' uniqueness for further transfer.

Curriculum Mapping

Mapping according to Programme Specification) TQF : HE2

Course	Ethics and Morality		Knowledge		Cognitive Skills		Interpersonal Skills and Responsibilities		Numerical Analysis, Communic ation and Information Technology skills		Psychomo tor Domain					
	• m	major responsibility O minor respons					ponsibility									
Specialize Education	1	2	3	1	2	3	1	2	3	1	2	3	1	2	1	2
CPD 3411																
English for Designer 1	0		0	0	0		0		0		0	0	0		0	•

Each responsibility can be increase or decrease according to responsibility.

Couse Code CPD 3411 Course English for Designer 1 Faculty of Fine and Applied Arts, Suan Sunandha Rajabhat University