Subject Level Collection Statement: School of Design

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Academic Liaison: Rhazes Spell

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1. Purpose of the Statement

The purpose of this statement is to provide a framework to guide the collection development and management activities for Design. The statement supports the teaching, learning and research activities in Design within the Faculty of Architecture and Design.

This statement is developed in accordance with the principles outlined in the Library’s Collection Development and Management Policy (CDMP).

2. Description of the Academic Subject

Victoria’s Bachelor of Design was initiated in 1992 in collaboration with the Wellington Polytechnic, and the first BDes degrees were completed in 1995. The School of Design was then founded in 2000 when the Wellington Polytechnic left Victoria and merged with Massey. At that time Interior Architecture and Landscape Architecture were part of the School. Refinement and addition of separate programmes has continued periodically:

- Industrial Design 2001
- First Design Studies BA offered 2004
- Scoping reviews in 2006 and 2009
- Digital Media in 2006
- Culture + Context 2009
- Computer Graphics 2011

More information on the School of Design can be found on the programme [website](#).

3. Focus of the Subject

The School of Design curricula span a range of disciplines that explore the innovative approaches of contemporary design, through courses tailored to meet current and future trends within the design industry. Some of the areas of teaching and research are:

- Design and business
- Design and culture
- Human factors in Design research
Courses offered

Staff profiles

Within the Culture + Context programme there is a requirement for students to declare a minor; and there is also an option for a minor focus in Industrial Design and Media Design. Among the subjects from which students can choose their minors are:

- Art History
- Asian Studies
- Computer Science (Required for students intending progressing to MDI in Computer Graphics)
- Cultural Anthropology
- European Studies
- Film
- Geography
- Maori Studies
- Management
- Marketing
- Media Studies
- Music
- Pacific Studies
- Philosophy
- Psychology

4. Overview of the Current Collection

Design precedents (industrial, artistic and conceptual) from various design companies and organisations are gathered on blogs and websites, but many also appear in books. As a result, student need for books is constant from the beginning of the undergraduate degree through to doctorates. Design journals are also well-used sources for illustrations of precedents, and comprise a significant part of current collections. Students and academics have stated a preference for print over electronic sources when there is a heavy image content.

Relevant books and audiovisual material are distributed across several campus libraries:

- The Architecture and Design Library specialises in all areas of both disciplines
- Kelburn Library for art history, anthropology, Maori and Pacific Studies, film, etc.
- Science and computing collections at Kelburn to supply shared papers between schools
- Law Library for building codes, construction law, etc.
As the Masters and Doctoral degrees granted by the School increase in number, research material for postgraduates and academic staff does need to be augmented. Required collection development has been noted in the areas of research methods, writing guides, guidance for doctoral students and guides to supervising postgraduates.

While books and journals are well-used, any form of written material, including electronic, takes second place to workshops and studio work where design solutions are created. Ideally, the Library’s collections should mirror the physical design activities of the School, and this requires not only visual 2D, but also 3D precedents. In 2008 progress towards this ideal began with the Vitra chair collection; and a more recent addition in this vein is Material Connexion, which includes physical samples of product materials alongside an online database.

To create a relevant collection for students focusing on the production of objects, more collections of objects need to be considered for the Design collection. This idea is promulgated in The handbook of art and design librarianship, (2010), edited by Amanda Gluibizzi and Paul Glassman. Adding objects as design precedents, as suggested in the Handbook, will bring the Victoria Design collection in line with other design libraries around the world.

As mentioned, student research is oriented around images, especially for studio works, and databases supplement images with history and theoretical material. JSTOR has the broadest range of information for design needs. There are also a small number of databases comprising collections of images such as VADS.

Also of note is the large usage within the school of science and technical databases such as: ACM IEEE Scopus Web of Science

The relatively new Computer Graphics specialty (within the Media Design programme) also makes use of the above science-oriented databases. Furthermore, its coordination with the Computer Science department at Kelburn could lead to a sharing of resources or development of a new section of the Design collection. The course coordinator will work with the librarian to identify new material that is needed for the programme.
More generally, students in the Design School do need an introduction to databases in subjects outside the school because of the requirement/possibility to take papers in minor subjects, and the LibGuide pages for Design represent this diversity and scientific orientation.

5. Collection Development Guidelines

Section 4.3 in the CDMP
http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=4

The majority of research and academic material added to the School of Design Collection is selected by the Subject Librarian for Design, with additional suggestions from academic staff and postgraduate students. Direction from the School for Design suggests that the Design collection needs to focus on lecture-based topics rather than staff research areas.

The decision on whether to acquire expensive items may be influenced by their availability in another library within New Zealand.

One challenge in increasing and maintaining the School of Design Collection is the School’s focus on a large range of subjects. The underlying themes and unifying categories are not as immediately apparent as with a more traditional topic, and at times catalogued items don’t reflect the connection between a seemingly unrelated topic and Design as a field. In addition, being influenced by outside industrial connections, the School of Design is not so much scholarly as experimental and reactive.

LC callmark ranges covered by subjects within the School of Design:

CDMP link:
http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=6

<table>
<thead>
<tr>
<th>LC Callmark Range</th>
<th>Subject Area</th>
<th>Current Collection Level</th>
<th>Future Collecting Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>B100-B3309</td>
<td>Philosophy</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>BF40-BF241</td>
<td>Space/Objects/Visual Perception/Place</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>BH301-BL313</td>
<td>Aesthetics/Heuretics/‘The Form’</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>GN33-GR931</td>
<td>Anthropology/Maori myth/Symbols</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>GV425-GV1469.6</td>
<td>Play/Game design/Game writing (Gaming: also QA76.76;</td>
<td>Research</td>
<td>Research</td>
</tr>
<tr>
<td>Call No.</td>
<td>Title</td>
<td>Type</td>
<td>Notes</td>
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<td>TR897)</td>
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<tr>
<td>HD30.255-HD69</td>
<td>Design in business/Innovation/Project management/Small business</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>HD9999</td>
<td>Managing creative businesses</td>
<td>Study</td>
<td>Study</td>
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<tr>
<td>HF5415</td>
<td>Social media marketing/Product promotion</td>
<td>Study</td>
<td>Study</td>
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<tr>
<td>HM554-HN49</td>
<td>Creative industry/Popular culture</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>HQ734-HQ1426</td>
<td>Gender/Technology in the home/Sexual politics</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>LB1044.87 .S48 QA76.575 – QA76.76</td>
<td>Using videogames in both healthcare and medical education</td>
<td>Study</td>
<td>Study/Research</td>
</tr>
<tr>
<td>N85-N332</td>
<td>Design education theory</td>
<td>Study/Research</td>
<td>Research</td>
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<tr>
<td>N4395</td>
<td>Exhibits - best practice</td>
<td>Study/Research</td>
<td>Research</td>
</tr>
<tr>
<td>N6250-N6494</td>
<td>Art movements/Design history/Coding/Installations/Artist biographies</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>N7430-N7433</td>
<td>Breakdown of design elements: texture/line/colour/Digital art</td>
<td>Study</td>
<td>Study</td>
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<tr>
<td>NA1996</td>
<td>Professional practice</td>
<td>Study</td>
<td>Research</td>
</tr>
<tr>
<td>NA2543; NA3584</td>
<td>“Nature by design”</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>Nc703-NC745</td>
<td>Drawing/patterns.maths in art</td>
<td>Study</td>
<td>Study</td>
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<tr>
<td>NC905-NC1882</td>
<td>Rendering/illustration/graphic design/packaging</td>
<td>Study</td>
<td>Study</td>
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<tr>
<td>ND196-ND2638</td>
<td>Artist biographies/colour/painting technique</td>
<td>Basic</td>
<td>Basic</td>
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<tr>
<td>NK223-NK520</td>
<td>Awards &amp; precedents/exhibits</td>
<td>Basic</td>
<td>Minimal</td>
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<tr>
<td>Code</td>
<td>Title</td>
<td>Level</td>
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<tr>
<td>NK1110-NK1525</td>
<td>Theory of craft/Arts &amp; Crafts movement/Design Science/Design History/Ornamentation/World design/Sources of precedents/Design and culture</td>
<td>Research</td>
<td>Research</td>
</tr>
<tr>
<td>PE 1404 – PE 4104</td>
<td>Writing guides</td>
<td>Research</td>
<td>Research</td>
</tr>
<tr>
<td>PN1992-1998.3</td>
<td>Making cinema</td>
<td>Basic</td>
<td>Study</td>
</tr>
<tr>
<td>QA76.575 – QA76.76</td>
<td>Gaming (all aspects)</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>QP376 – QP517</td>
<td>Biomimetics</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>R729.8 – R856</td>
<td>Healthcare (upcoming trend)</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>T385</td>
<td>Computer graphics</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>TA166 – TA167</td>
<td>Ergonomics</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>TA174</td>
<td>Design and manufacturing</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>TA403</td>
<td>Material technology (depends on what is being used)</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>TK5102 – TK5105</td>
<td>Design for the Internet/Web design/Blogs</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>TK7870 – TK7875</td>
<td>Electronics and microfabrication</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>TP407 – TP1180</td>
<td>Plastics and injection moulding</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>TR850 – TR899</td>
<td>Digital film/animation/3D</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>TS23 – TS140</td>
<td>Industrial design movements &amp; precedents</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>TS149 – TS170</td>
<td>Facilities/Project management</td>
<td>Study/Research</td>
<td>Study/Research</td>
</tr>
<tr>
<td>TS171 – TS171.6</td>
<td>Influences on design/International awards/Modern &amp; classic design trends</td>
<td>Study</td>
<td>Study</td>
</tr>
<tr>
<td>TS195.4</td>
<td>Packaging</td>
<td>Basic</td>
<td>Basic</td>
</tr>
</tbody>
</table>
5.1 Languages Collected

English is the preferred language for new acquisitions; however no resource is excluded on the criteria of language alone. The collection contains items in French, Italian, Spanish, German, Chinese and Japanese. If the visual content is high, the foreign language is not much of an impediment.

5.2 Geographical Areas Collected

New Zealand and the Pacific Rim countries are emphasised; much award-winning design comes from Europe, America and Japan, so material from those areas is also selected. Works on South American, Islamic design, and Chinese design are slowly being added to the collection.

5.3 Chronological Periods Collected

All chronological periods are collected.

5.4 Format Guidelines

Sections 4.1 (e) and 4.3.2 in the CDMP
http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=3 and
http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=5

The Library Collection Development and Management Policy states: (b) The Library maintains an awareness of new formats and plans for collection growth and the purchase of equipment to support emerging formats. New formats are considered for purchase as demand and use dictates. Similar considerations influence the decision to delete a format from the collection.

The School of Design is oriented towards topics and creations published in formats ranging over the digital, visual and industrial. There is a small but growing DVD collection. Several class projects rely on DVDs in the collection as sources on performance artists and film makers. For that reason video games have become part of the collection, as there are a few videogames papers in the curriculum. Videogames are another type of item needing to be purchased and maintained.

Samples of materials as they are added to the collection through the Material Connexion quarterly delivery will need to be housed appropriately. Design precedents in the form of student-made objects will also need adequate display areas.

As Design students are visual learners and constant book users, historically there has been a larger proportion of print over e-books in the collection. Currently, e-books are most appropriate in the areas of design business management, research guides; philosophical and theoretical discussions; mathematical formula.
Many of the journals in the A&D collection are also in print due to the reason given above, but also because the most recent design solutions are displayed in colour in journals. Students require these detailed and high resolution images as precedents for their own productions. Online journals are selected where illustration is not a necessary element of article content.

6. **Life-Cycle Management Guidelines**

Section 4.4.1 in the CDMP

http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=5

6.1. **Preservation Guidelines**

Section 4.4.4 in the CDMP

http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=6

The Library is committed to preserving its permanent collections by maintaining appropriate standards in regard to their storage, handling, re-formatting and display. The Vitra Chair collection has two permanent displays within glass cabinets; chairs placed in these are handled according to archivist standards, as should any chairs being used for any reason. [An archivist kit with guide and supplies is available in the A&D library workshop.]

Highly illustrated journals are preferably maintained in print; binding these should be considered according to space, value and deterioration. New Zealand content is bound first.

Journal titles for which the Library has perpetual electronic access, and would otherwise be candidates for deselection, will be considered for relegation to the CONZUL store as national preservation copies of last resort. This is a national initiative to ensure that one print copy of titles remains in the country wherever possible.

6.2. **Relegation Statement**

Section 4.1 (b) in the CDMP

http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=5

Material to be considered for transferal to offsite storage:

**Books**

- Low use (never used or not used in the past 10 years)
- Exception is made for titles authored by current staff in the School
- Earlier editions providing a useful snapshot of an earlier state of knowledge
Journals

Journals in the collection will be considered for relegation based on the criteria of an age range of up to thirty years on the shelf with exceptions determined by research or class need. Examples include:

- Ceased/cancelled journals with anticipated research value.
- Partial runs of continuing journal titles that meet this criteria.

6.3. Deselection Statement

Section 4.4.3 in CDMP
http://library.victoria.ac.nz/library/sites/default/files/cdmp.pdf#page=6

The Library preserves resources identified by the subject librarian as potentially relevant to research and teaching in the longer term. When appropriate the librarian consults with academic staff.

Materials are considered for deselection using the following criteria:

Books

- contains out-of-date, misleading or inaccurate information (unless the inaccuracies provide a useful snapshot of an earlier state of knowledge)
- Not at an academic or research quality and not relevant to research or teaching needs (current or anticipated)
- Earlier editions (unless they provide earlier information on a subject at a particular time)
- Duplicates where usage doesn’t justify duplicate copies
- Usage (books never used or not used in the past 10 years that also meet one or more criteria in this list)
- Foreign language with minimal graphic content
- In print but when print is not preferred and there is guaranteed, high quality, online access
- In poor physical condition (assess for replacement)

Journals

- Not needed in print and there is guaranteed, high quality, online access
- Not at an academic or research quality
- In poor physical condition (assess for replacement)
- Duplicates (usage does not justify duplicate copies)
AV Material

- Never used or not used in past 10 years and/or on peripheral topics (not related to papers)
- Format is unusable or item is damaged
- Content is available in a preferred format, e.g., streaming video.

Any deselected item with Māori or Pasifika content will be sent to the Māori Subject Librarian or the Pacific Library Navigator, respectively, for final consideration.

New Zealand material of no significant academic value that has never been used or not used in the past 20 years. New Zealand material for which there are no other library holdings in the country will be offered to the National Library.

Links to other relevant Subject Level Collection Statements

- Interior Architecture
- Psychology
- Media Studies
- Cultural Anthropology
- Engineering and Computer Science