

Design and Communication Graphics (DCG)

Design and Communication Graphics (DCG) develops spatial reasoning and design capabilities through 2D/3D modelling, CAD, and freehand sketching. It combines creative problem-solving with technical, industry-relevant skills, focusing on visualizing, interpreting, and communicating design concepts for products and structures.

Key Aspects of DCG:

- **Core Skills:** Develops spatial visualization, graphic communication, and critical analysis skills.
- **Tools & Techniques:** Employs Computer-Aided Design (CAD), SolidWorks, freehand sketching, and traditional draughting.
- **Topics:** Covers plane/descriptive geometry, CAD, design, structural forms, and mechanisms.
- **Assessment:** Typically includes a 40% practical project (computer-based) and a 60% written exam.
- **Career Paths:** Ideal for Engineering, Architecture, Product Design, and Technical Education.

It is a dynamic subject that bridges creative design with practical, real-world application, allowing students to create, analyse, and present design ideas.

Please find a link to the NCCA draft specification for DCG being introduced from September 2027 [HERE](#)

Further information about DCG for students is available [HERE](#)