

Specification of Competency Standards for the Watch & Clock Industry

Unit of Competency

1. Title	Know about the Principles of Timepiece Design and the Importance of Intellectual Property Rights
2. Code	WCZZDN203A
3. Level	2
4. Credit	9
5. Competency	<p align="center"><u>Performance Requirements</u></p> <p>5.1 Understand the basic concept of design</p> <ul style="list-style-type: none"> ◆ Master the basic skills of sketching, including: <ul style="list-style-type: none"> • Still life object sketch • Plant sketch • Figure sketch <ul style="list-style-type: none"> ▸ Rough sketch ▸ Fine sketch ◆ Master the fundamental principles of design <ul style="list-style-type: none"> • Application of point, line and surface • Concept of drawing, square and angle • Effect of typeface on design ◆ Know about the layout design ◆ Master the understanding of colour <ul style="list-style-type: none"> • Colour types • Skills of using colour • Influence and effect of colour contrast <p>5.2 Know about the application of design software</p> <ul style="list-style-type: none"> ◆ Know about the application of some common design software in the watch and clock industry

	<p>5.3 Understand the design concept of Timepiece</p> <ul style="list-style-type: none">◆ Know about the basic design concept of a watch dial, including:<ul style="list-style-type: none">• Knowledge of dial structure• Forms of index• Treatment for a dial• Application of colour• Fashion of dial print (separation line and date window, etc.)• Position of brand name and trademark◆ Know about the basic design concept of watch hands, including:<ul style="list-style-type: none">• Knowledge of watch hands• Design concept of hands• Fashion of hands• Size of hands• Matching between hands and dial◆ Know about the basic design concept of a watch case, including:<ul style="list-style-type: none">• Knowledge of the components of a case• Knowledge of case structure• Knowledge of materials• Design concept of case appearance• Size matching• Matching with dial• Matching with watch crown◆ Know about the basic design concept of a watch strap/bracelet, including:<ul style="list-style-type: none">• Knowledge of the components of a strap• Knowledge of strap structure• Knowledge of materials• Design concept of strap appearance• Link• Buckle
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	<p>5.4 Know about the importance of intellectual property rights</p> <p>5.5 Design simple Timepiece products</p>	<p>◆ Know about the importance of intellectual property rights</p> <p>◆ Capable of designing simple timepieces using the design principle of timepieces</p>
6. Range	In Timepiece design offices, capable of designing simple timepieces using the design principle of timepieces and understand the importance of intellectual property rights.	
7. Assessment Criteria	The integrated outcome requirements of this unit of competency are: (i) capable of designing simple timepieces using the design principle of timepieces and understanding the importance of intellectual property rights.	
8. Remarks		