Module code		SB-4343				
Module Title		Bioinspiration				
Degree/Diploma		Bachelor of Science (Biology)				
Type of Module		Major option				
Modular Credits		4		Total student Workload	8	hours/week
				Contact hours	6	hours/week
Prerequisite		None				
Anti-requisite		None				
Aims						
The module focuses on how biologists and engineers find inspiration in nature and use it as a model						
to make technological innovations and solve societal problems.						
Learning Outcomes						
On successful completion of this module, a student will be expected to be able to:						
Lower order :	10%	- Describe how learning from nature can bring about innovation.				
Middle order :	10%	 Analyse and understand how we can take inspiration from biological 				
		systems and apply them to engineering and technological problems.				
Higher order:	ler: 80% - Design a connection of the concepts and approaches in bioinspiration for the					
		quantitative and qualitative analysis of biological function across different				
		species and levels of organisation.				
		- Facilitate the discovery of objective design methods for bioinspired				
		technology that mimics biological function.				
		- Create a deep understanding of the selective pressures that have shaped				
		organisms and how these insights can transform bioinspiration from an				
	art/craft into a mature engineering discipline.					
Module Contents						
- Introduction to Bioinspiration, Biodiversity, Creativity, and Innovation						
- Biological Materials and Nanostructures						
- Robotics and Sensing the Environment						
- Maintaining Community						
- chergy and Architecture Disinspiration and Human Hoalth						
- The Rusiness of Rightspiration						
Accessment	Form	ativo	Tuto	rials and Eeedback		
		smont				
Cum		nativo	ve Coursework: 100%			
Julii		sment	- Two (2) tests (40%)			
	asses	SITEIL	- 1 WU	(1) group mini-project (20%)		
			- Tw/	n (2) literature-review assignmen	ts of 100	0 words (20%)
			- Thr	ee (3) practical reports (20%)		