



COURSE SYLLABUS

Design Philosophy and Practice, 7.5 credits

Design filosofi och praktik, 7,5 högskolepoäng

Course Code: TDPR21	Education Cycle: Second-cycle level
Confirmed by: Dean Mar 1, 2021	Disciplinary domain: Technology
Revised by: Oct 25, 2023	Subject group: DE1
Valid From: Oct 1, 2024	Specialised in: A1N
Version: 2	Main field of study: Product Development

Intended Learning Outcomes (ILO)

After a successful course the student shall;

The course will give the students an introduction to design thinking, process, methods, and practice. Assignments and project will give the opportunity for the students to apply and practice industrial design tools. The assignments will be focusing on specific skills and knowledge. Project will be focusing on implementing skills and knowledge in a industrial design process.

The students will have at the end of the course the basic knowledge of different creative methods and process that the industry follows.

Knowledge and understanding

- display knowledge of the creative process, practical knowledge and its relation to industrial design work.
- demonstrate comprehension of the interaction between humans and things, as well as comprehension of knowledge of design thinking
- show familiarity of knowledge of scientific and practice design work
- display knowledge of the basic visualization methods.

Skills and abilities

- demonstrate skills of sketching and ideation work
- demonstrate the ability toability of proficiency in developing an idea into a concept proposal and expressed it in the form, text, oral and image.
- demonstrate the ability to building models in various materials.

Judgement and approach

- demonstrate the ability to create their own expressions and mannerisms.

Contents

This course will provide knowledge and understanding of design work philosophy and practice and their own design process, from idea to concept proposals, and train to express, reflect and

portray in speech and in shape. The course includes both theoretical and practical elements with an emphasis on practical design work.

The course includes the following elements;

- The practical knowledge formation in the creative work
- Creative aesthetics and philosophy
- Design methods and methodology
- Interpretation and perception
- Morphology and design
- Product design sketching
- Rhetoric and Communication
- Color Theory
- Model Technique

Type of instruction

Teaching consists of lectures, exercises, assignments, and individual project.

The teaching is conducted in English.

Prerequisites

The applicant must hold the minimum of a bachelor's degree (i.e the equivalent of 180 ECTS credits at an accredited university) with at least 90 credits in Mechanical Engineering, Civil Engineering (with relevant courses in construction), or equivalent. The bachelor's degree should comprise a minimum of 15 credits in mathematics and 7.5 credits in CAD, or equivalent. Proof of English proficiency is required.

Examination and grades

The course is graded Fail (U) or Pass (G).

Registration of examination:

Name of the Test	Value	Grading
Assignments	3 credits	U/G
Project	4.5 credits	U/G

Course literature

The literature list for the course will be provided one month before the course starts.