



Course syllabus

Faculty Board of Business, Economics and Design

School of Design

1DI104 Produktdesign/Metoder I, 3 högskolepoäng

1DI104 Product Design/Methods I, 3 credits

Main field of study

Design

Subject Group

Design

Level of classification

First Level

Progression

G1N

Date of Ratification

Approved 2009-06-24

Revised 2011-06-14 by School of Design.

The course syllabus is valid from autumn semester 2011

Prerequisites

Basic eligibility and English B (Field-specific entrance requirement 6 with the exception of Social Studies A) and an approved portfolio.

Objectives

Students are expected to have developed an insight into and skills in creative design processes of various kinds.

Knowledge and Understanding

Students are expected to be able to

- demonstrate basic knowledge and understanding of different kinds of creative design processes, approaches and methods in the creation of artefacts, and
- demonstrate basic knowledge of different attitudes to design processes.

Ability and Skills

Students are expected to be able to

- choose the relevant creative design process, approach and methods for a certain task, situation and/or work team, and

- communicate the chosen creative design process, approach and methods relevant for a specific task, situation and/or work team.

Evaluation and Attitude

Students are expected to be able to

- analyze, reflect on, and discuss their own design work as well as that of others on the basis of creative process thinking,
- analyze, reflect on, and discuss the chosen creative design process, approach and methods relevant for a specific task, situation and/or work team, and
- critically examine and reflect on the strengths and weaknesses of different creative design processes and methods that may be created in design work.

Content

A survey of creative design methods and approaches used in group or individually in the process of creating artefacts, and in design work.

Type of Instruction

The teaching consists of lectures, workshops, group work and individual work, supervision, project presentation, model studies via 2-D and 3-D visualization, as well as literature study. Attendance is mandatory in scheduled course elements.

Examination

The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

For the Pass grade the expected study outcome must be fulfilled.

The examination takes the form of workbook presentations. The assessment is based on the five workbook dimensions, each of which may render 1-7 credits. The grades used are Pass with Distinction (28-35 credits), Pass (13-27 credits), or Fail (0-12 credits).

Re-examination is offered within six weeks in the framework of regular term periods. The number of examination opportunities is limited to five.

Course Evaluation

Towards the end of the course a course evaluation is conducted in accordance with the Linnaeus University guidelines. The evaluation result is compiled in a course report which is kept in the archives of the School of Design administrator and is discussed in the programme advisory committee. The result of the evaluation and any measures taken are communicated to the course coordinator and presented to the students on the next course occasion.

Required Reading and Additional Study Material

Mandatory literature

Birgerstam, Pirjo (2000) *Skapande handling: om idéernas födelse*. Studentlitteratur AB, Sverige, 2000. ISBN 9789144013992.

Hägberg, Louise. (2007) *Kompendium i olika kreativa metoder*. Institutionen för kommunikation och design 2007.

Lidwell, William, Holden, Kritina & Butler, Jill (2003) *Universal Principles of Design. 100 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach through Design*. Rockport Publishers Inc. Rockport. ISBN 9781592530076.

Reference literature

Csikszentmihályi, Mihály (2006) *Flow : Den optimala upplevelsens psykologi*. Natur och Kultur. ISBN 9789127112827.
Fulton Suri, Jane, Ideo (2005) *Thoughtless Acts?: Observations on Intuitive Design*. Chronicle Books. ISBN 9780811847759.
Krippendorff, Klaus (2006) *The Semantic turn – a new foundation for design*. Taylor & Francis. ISBN 0 415 32220 0.
Lawson, Bryan (2004) *What Designers Know* Architectural Press. ISBN 0-7506-6448-7
Sahlin, Nils-Eric (2001) *Kreativitetens filosofi*. Nya Doxa. ISBN 9789157803825.

The list may be subject to changes.