



Course syllabus

Faculty Board of Business, Economics and Design

School of Design

1DI105 Produktdesign/projektarbete II, med inriktning mot tema vila och rörelse, 12 högskolepoäng

1DI105 Product Design/Project Work II, Rest and Movement, 12 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

After completing the course students are expected to have acquired basic knowledge of the concepts of rest and movement and the aspects that may be related to user-oriented product design. After the end of the course students are expected to have developed their ability to independently distinguish, visualize, formulate, problematize and ask new questions that are relevant to the concepts of rest and movement. Students are further expected to have developed such design skills as are required for searching for and assessing knowledge from a basic scientific and artistic level.

Knowledge and Understanding

Students are expected to be able to

- demonstrate basic knowledge and understanding starting from the concepts of rest and movement and the aspects creating and affecting our perception of these,

- reflect, analyze and discuss their own and others' rest and movement projects from a creative process perspective,
- demonstrate knowledge and understanding of different discourses within product design/product semantics and their design processes, and
- apply their knowledge from the various phases of the design process, practically and theoretically as well as from a user perspective.

Ability and Skills

Students are expected to be able to

- visualize, communicate and practically apply their knowledge, ability and skills with regard to colour and shape, design process methods and concrete product ideas, starting from the concepts of rest and movement from a user perspective in the widest sense, and
- account for their reflections from the rest and movement perspectives from a user perspective in the widest sense.

Evaluation and Attitude

Students are expected to be able to

- critically examine and assess their own design work as well as practically applying their knowledge starting from the concepts of rest and movement, and
- critically examine, discuss and assess their own design work and that of others from a user-oriented attitude.

Content

The course consists of two modules.

Module 1 Project Rest 6 credits

Individual specialization within the Rest theme

Module 2 Project Movement 6 credits

Individual specialization within the Movement theme

Type of Instruction

The teaching consists of lectures, individual projects, workshops, supervision and seminars. 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, Module I, Project Rest

Birgerstam, Pirjo (2000) *Skapande handling - om idéernas födelse*. Studentlitteratur. ISBN 91-44-01399-x, kapitel 1

Häggborg, Louise Kompendium i idéutvecklingsmetoder. Högskolan i Kalmar/Designprogrammet

Reference literature, Module I, Project Rest

Krippendorff, Klaus (2006) *The Semantic Turn. A New Foundation for Design*. CRC Press Taylor & Francis Group. ISBN 0—415-32220-0. Kapitel 1; sidorna 1–32

Landqvist, Jan (1994) *Vilda idéer och djuplodande analys. Om designmetodikerns grunder*. Carlssons bokförlag, Stockholm. ISBN 91-7798-796-9. Sidorna 34-58

Sahlin, Nils-Eric (2001) *Kreativitetens filosofi*. Nya Doxa. Nora. ISBN 91-578-0382-x

Härén, Fredrik (2003) *Idébok*. Interesting Books. Stockholm. ISBN 91-631-2817-9

Mandatory literature, Module II, Project Movement

Krippendorff, Klaus (2006) *The Semantic Turn. A New Foundation for Design*. CRC Press Taylor & Francis Group. ISBN 0—415-32220-0. Kapitel 1; sidorna 1-32, kapitel 2; sidorna 29-70 samt kapitel 7; sidorna 207-270

Reference literature, Module II, Project Movement

Jordan, Patrick W. (2000) *Designing Pleasurable Products. An introduction to the new human factors*. Taylor & Francis. London. ISBN 0-748-40844-4.

Monö, Rune (1997) *Design for product understanding*. Liber AB. Stockholm. ISBN 91-47-01105-x

The list may be subject to changes.