



Course syllabus

Faculty Board of Business, Economics and Design

School of Design

1DI133 Designhistoria II, 3 högskolepoäng

1DI133 Design History II, 3 credits

Main field of study

Design

Subject Group

Design

Level of classification

First Level

Progression

G1F

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

1DI131 Design History I, 3 credits, or the equivalent

Objectives

After completing the course students are expected to have acquired basic knowledge within design history from different perspectives and within different areas of application as well as an understanding of the historical connection between design and social development. Students are expected to have acquired such study skills as to enable them to distinguish, formulate, problematize and ask new questions relevant to the subject of Design History/Aesthetics. Students are also expected to have acquired such study skills as are required to search for and assess knowledge from a basic scientific and artistic level.

Knowledge and understanding

Students are expected to be able to:

- reflect on the link of design/artefacts to their historical period
- critically examine design/artefacts and their roles in everyday life
- reflect on the design and aesthetics of artefacts

Ability and skills

Students are expected to be able to:

- present knowledge from the different perspectives of artefacts in history, artefact and everyday life and artefact aesthetics
- present reflections and understanding from the perspectives of artefacts in history, artefacts and everyday life, artefacts and their link to human beings, and the aesthetics of artefacts.

Evaluation skill and attitude

Students are expected to be able to:

- critically examine and assess the aesthetic expressions of different epochs and their historical links to social development
- examine, argue and assess artefacts from different epochs by a user-oriented attitude.

Content

Aesthetics concepts and design history.

Type of Instruction

The teaching consists of lectures, workshops and individual colour and form exercises. Attendance is mandatory in scheduled course elements.

Examination

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

To obtain the Pass grade the expected study outcome must be fulfilled.

The examination takes the form of workbook presentations. The basis of the assessment is the five workbook dimensions, where each dimension may contribute 1-7 credits.

The grades used are Pass with Distinction (28 – 35 credits), Pass (13-27 credits), or Fail (0-12 credits).

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

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 administrator of the School of Design and is discussed in the programme advisory board. The result of the evaluation and any measures taken are communicated to the course coordinator and will be presented to the students on the following course occasion

Required Reading and Additional Study Material

Required reading

Heskett, Johan (2004) *Design - en introduktion*. Raster förlag, ISBN 9 789 187 215 728

Reference literature

Design history

Vihma, Susann (2004) *Designhistoria – en introduktion*. Raster förlag. ISBN 91 87215 373

Woodham, Jonathan M. (2006) *A Dictionary of Modern Design* 280 639 0

Graphic design history

Georges, Jean (1993) *Skriftens historia genom sex tusen år*. Berghs förlag. ISBN 91

502 1067

Georges, Jean (1993) *Tecken och symboler – skriftens dubbelgångare*. Berghs förlag. ISBN 91 502 1145 5

Heller, Steven & Balance, Georgette (2001) *Graphic Design History*. Allworth Press. ISBN 978 15811 50 940

Hollis Richard (1994) *Graphic Design – A Concise History*. Thames & Hudson. ISBN 13978 0 500 203 477

Meggs, Philipps B. (1998) *A History of Graphic Design*. J.Wiley & Sons. ISBN 978 0471 69902 6

Wildbur, Peter & Burk, Michael (1999) *Information Graphics: Innovative Solutions in Contemporary Design*. Thames & Hudson. ISBN 13978 0 500 289 77 0

Furniture and fittings

Pile, John (2004) *A History of Interior Design*. L. King Publishing. ISBN 978 1856694 186

Rybczynski, Witold (1986) *Home: A Short History of an Idea*.

Viking Sembach, K-J., Leuthäuser, G & Gössel, P. (1990) *Möbeldesign under 1900-talet*. Taschen. ISBN 3 8228 0365 0

Sparke, Penny (1999) *Design, 1900-talets pionjärer*. Bonniers. ISBN 91 0 056828 7

Industrial design

Dormer, Peter (1993) *Design Since 1945*. Thames and Hudson. ISBN 0 500 20261 3

Forty, Adrian (1992) *Objects of Desire: Design and Society Since 1750*. Thames & Hudson. ISBN 13 978 0500 2742 5

Heskett, John (1980) *Industrial Design*. Thames & Hudson. ISBN 13 978 0500 20 181 7

de Noblet, Jocelyn (red) (1993) *Industrial Design, Reflection of a Century*. Flammarion. ISBN 2 08013 539 2

Design and society

Aynsley, Jeremy (1993) *Nationalism an Internationalism: Design in the 20th Century Victoria and Albert Museum*

Bonsiepe, Gui & van Eyck, Jan (1999) *Interface: An approach to Design*. Akademie

Csikszentmihalyi, Mihaly & Rochberg-Halton, Eugene (1981) *The meaning of things: Domestic Symbols and the Self*. Cambridge University Press. ISBN 978 0521 2877 46

Douglas, Mary (1996) *The World of Goods: Towards an Anthropology of Consumption*. Routledge. ISBN 9 780 415 130 476

Norman, Donald A (1990) *The Design of Everyday Things*. Currency Doubleday. ISBN 978 03526 7748

Seely Brown, Johan & Duguid, Paul (2000) *The Social Life of Information*. Harvard Business School Press. Product number 7087

Woodham, Jonathan M (2004) *Twentieth Century Design*. Oxford University Press. ISBN 978 019 28404 6

Design as a profession

Design Secrets: Products – 50 Real-life projects Uncovered. The Industrial Designers Society of America, Rockport Publisher. 2001. ISBN 1 592 530 710

Kunkel, Paul (2001) *The Art of Innovation: Lessons in Creativity from Ideo, America's Leading Design Firm*, Doubleday. ISBN 385 499841

The work of the Sony Design Centre. Universe Publisher. 1999. ISBN 978 0789 302625

Design and economy

Carter, David E. (red) (2001) *Big Book of Corporate Identity Design*. Watson- Gro.

ISBN 978 082300 4904

Cooper, Rachel & Press, Mike (1995) *Design Management: Managing Design*. Wiley.

ISBN 978 047194106-1

Olins, Wally *Corporate Identity: Making Business Strategy Visible through Design*.

Thames & Hudson. ISBN 050027808