



Course syllabus

Faculty of Arts and Humanities

Department of Design

1DI190 Designverktyg, 30 högskolepoäng

Design tools, 30 credits

Main field of study

Design

Subject

Design

Level

First cycle

Progression

G1N

Date of Ratification

Approved 2023-09-25.

Revised 2026-02-03. The prerequisite requirement has been supplemented with subjects according to GY25.

The course syllabus is valid from autumn semester 2026.

Prerequisites

General entry requirements

You also need:

English 6

Or:

English level 2

Objectives

Introduction, Sustainability and Creativity 7.5 credits

After completing the module, the student should be able to

- [Design] explore, identify, and explain a relevant area for a project and, based on ecological principles, identify a dilemma or a need to respond to
- [Design] choose and apply sketching methods to explore and analyse an existing situation and generate ideas for another scenario
- [Change] understand and apply basic ecological principles to analyse and assess the current situation of a site-specific species and how this situation relates to global ecological challenges
- [Learning and curiosity] exemplify and reflect on personal learning habits, preferences, strengths, and challenges in relation to the course content
- [Communication] communicate existing ('what is') and new ('what if') scenarios and describe and justify the relevance of these scenarios in an ecological sustainability context.

Design 2D 7.5 credits

After completing the module, the student should be able to:

- [Design] apply basic principles and methods of visual communication, primarily typography, colour, and image making
- [Design] demonstrate fundamental knowledge of print production
- [Change] identify and discuss key concepts related to identity (interests, needs, values, culture, heritage) and agency
- [Change] reflect on artistic choices and responsibilities in relation to social, cultural, ecological, and political dimensions
- [Learning and curiosity] identify and apply relevant basic design and research methods to describe and reflect on personal identity.

Design 3D 7.5 credits

After completing the module, the student should be able to:

- [Design] identify and explain a design need in another person
- [Design] apply fundamental principles and methods of three-dimensional form to design and materialise an object that responds to an identified need or opportunity
- [Design] reflect on and evaluate artistic choices in the creative design process
- [Design] demonstrate basic skills in workshop studies
- [Change] identify and apply the core principles of difference, inclusion, and exclusion to reflect on opportunities to design respectfully for another individual
- [Change] explain and apply fundamental sustainability principles for materials and related processes
- [Learning and curiosity] argue for the choice – and use – of relevant design research methods to explore another person's needs and interests and reflect on ethical considerations.

Design moving images 7.5 credits

After completing the module, the student should be able to:

- [Design] apply methods and materials from previous modules in a group collaboration to identify and justify a core theme that introduces the group's identity in terms of agent of change
- [Design] describe and apply fundamental principles and methods for moving images
- [Change] reflect on and discuss the relevance of collaboration and teamwork in relation to sustainability
- [Collaboration] collaboratively develop principles for collaboration, considering both the group and individuals' needs in project planning, role allocation, and tasks
- [Learning and curiosity] reflect on individual needs, learning, and contributions within a collaborative project.

Content

Introduction, Sustainability and Creativity 7.5 credits

This module introduces students to the connection between design and sustainable thinking, corresponding to "Change" in the programme title. Students explore design and creativity through sketching and idea generation, developing a design proposal related to an ecological system.

Design 2D 7.5 credits

From a design perspective, this module provides a general overview of concepts, theories, and methods in visual communication, along with essential practical skills for applying them in projects. As for the change aspect, the module focuses on theories on identity and methods for investigating personal identity within the context of social and cultural systems. The insights gained come together in a design project where the student visually communicates their own identity.

Design 3D 7.5 credits

From a design perspective, this module provides a general overview of concepts and methods used in the field of three-dimensional form, along with fundamental practical skills for working with three-dimensional form in relation to a specific user and their needs. As for the change aspect, the module focuses on theories centring on diversity, inclusion, and exclusion, as well as on methods for exploring 'the other'. The insights gained come together in a design project where the student develops a three-dimensional design for a specific user.

Design moving images 7.5 credits

From a design perspective, this module introduces the field of moving images and provides fundamental practical skills in the field. As for the change aspect, the module focuses on the role of collaboration in sustainability, along with collaborative methods. The insights gained are integrated into a design project where students communicate the group's identity as change agents, through the medium of moving images.

Type of Instruction

Instruction is delivered in the form of lectures, workshops, supervision, seminars, field work, study visits, and self-study.

Examination

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

Students are assessed for each module, based on the execution of a project (individually or in groups), visual and oral presentation, a written assignment, and a project book.

In order to earn a Pass, the student must meet the course objectives. Grading criteria for a Pass with Distinction will be provided in writing when the course starts. To earn a Pass with Distinction for the entire course, the student must have been awarded this grade for at least 15 of the 30 course credits.

Repeat examination is offered in accordance with Local regulations for courses and examination at the first and second-cycle level at Linnaeus University. If the university has decided that a student is entitled to special pedagogical support due to a disability, the examiner has the right to give a customised exam or to have the student conduct the exam in an alternative way.

For certain elements, resit examination can only be offered in connection with the delivery of the course.

Course Evaluation

During the implementation of the course or in close conjunction with the course, a course evaluation is to be carried out. Results and analysis of the course evaluation are to be promptly presented as feedback to the students who have completed the course. Students who participate during the next course instance receive feedback at the start of the course. The course evaluation is to be carried out anonymously.

Overlap

The course cannot be included in a degree along with the following course/courses of which the content fully, or partly, corresponds to the content of this course:
1DI170 Design tools, 30 credits; 1DI176 Design tools, 30 credits.

Other Information

Any additional costs for materials and printouts are paid by the student.

Required Reading and Additional Study Material

Introduction, Sustainability and Creativity 7.5 credits

Simblet, Sarah (the latest edition) *The drawing book*. Dorling Kindersley Publishers Ltd. 80 p.

Thorpe, Ann (the latest edition) *The Designer's Atlas of Sustainability*. Island Press. 55 p.

Additional relevant literature chosen by the teacher, ca 260 p.

Design 2D 7.5 credits

Berger, A. (2016) *What objects mean: An introduction to material culture* (Second ed.). Routledge. ISBN 9781611329049. 272 p.

Holtzschue, Linda (2011) *Understanding Color: An Introduction for Designers*. Wiley & Sons Inc. ISBN 9781118920787. 272 p.

Lupton, Ellen (2010) *Thinking with Type: A Critical Guide for Designers, Writers, Editors, & Students*. Princeton Architectural Press. ISBN 9781568989693. 224 p.

Additional relevant literature chosen by the teacher, ca 200 p.

Design 3D 7.5 credits

Berger, A. (2016) *What objects mean: An introduction to material culture* (Second ed.). Routledge. ISBN 9781611329049. 272 p.

Peters, Sasha (2011) *Material Revolution: Sustainable and Multi-Purpose Editors, & Students*. Princeton Architectural Press. ISBN 9781568989693. 50 p.

Additional relevant literature chosen by the teacher, ca 200 p.

Design moving images 7.5 credits

Bordwell, David & Thompson, Kristin (2007) *Film art: an introduction*, 8th ed. McGraw-Hill Higher Education. ISBN 9780071286442. 100 p.

Elsaesser, T & Hagener, M (2010) *Film theory: an introduction through the senses*. Routledge. ISBN 9780415801010. 60 p.

Additional relevant literature chosen by the teacher, ca 200 p.