



## Course syllabus

Faculty Board of Business, Economics and Design

School of Design

1DI208 Produktdesign/projektarbete III, 12 högskolepoäng

1DI208 Product Design/Project III, 12 credits

### **Main field of study**

Design

### **Subject Group**

Design

### **Level of classification**

First Level

### **Progression**

G1F

### **Date of Ratification**

Approved 2009-11-19

Revised 2011-06-14 by School of Design.

The course syllabus is valid from autumn semester 2011

### **Prerequisites**

At least 52 credits in Design, or the equivalent

## Objectives

After completing 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 lighting and games. Students are also expected to be able to use and draw on their experiences, express and make critical assessments of their own work as well as practically applying their knowledge of lighting and games. Students are further expected to be able to develop concept ideas and concrete product ideas using the lighting and games concepts in their widest sense as a starting point. Further, students are expected to be able to apply their knowledge of the various phases of the design process, practically as well as theoretically. Finally, students are 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 deepened knowledge and understanding of 2-D and 3-D shapes,

- reflect on the phases of their own design process, and
- critically examine their own work.

### **Ability and Skills**

Students are expected to be able to

- realize, visualize and communicate via 2-D and 3-D shapes, and
- account for their reflections from different perspectives.

### **Evaluation and Attitude**

Students are expected to be able to

- critically examine and realize the relation of different design disciplines to one another.

## **Content**

The course consists of two modules.

### ***Module 1 Project Light 6 credits***

Project Light

### ***Module 2 Project Play 6 credits***

Project Play

## **Type of Instruction**

The teaching consists of lectures, individual projects, workshops, study visits and supervision. 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**

### ***List of references Module 1 - Project Light 6 credits***

#### **Mandatory literature**

Hjertén, R., Mattsson, I. & Westholm, H. (2001) *Ljus inomhus*. Arkus Byggförlaget. Stockholm.

Liljefors, A. (2000) *Seende och ljusstrålning*. Baskompendium Belysningslära, Kungliga Tekniska Högskolan.

*Ljuskällor*. Annell Ljus + Form AB, 2002, Stockholm, (kompendium).

### **Reference literature**

Andersson, Ejhed, J., Liljefors, A. m fl (1988) *Rum och ljus*. Arkus Byggförlaget. Stockholm.  
Atkinson, R., Atkison, R. C., Smith, E. E., Bem, D. J. & Nolen-Hoeksema, S. *Introduction to Psychology*. sid 117 - 122, 176-177 (kompendium).  
*Belysning inomhus, riktlinjer och rekommendationer*. Ljuskultur. 1990. Stockholm.  
Starby, L. (2003) *En bok om belysning*. Ljuskultur. Stockholm  
Tregenza, P. & Loe, D. (1998) *The Design of Lighting*. E & FN Spon. London.  
Wilhide, E. *Belysningsboken*. Bokförlaget Forum AB. ISBN 9137119761

### **List of references Module 2 - Project Play 6 credits**

#### **Mandatory literature**

Bergström, Matti (1997) *Svarta och Vita Lekar*. Wahlström & Widstrand. ISBN 91-46-17034-0.  
Dixon, Walle (1990) *Saxen i Väven*. PMB Bokkonsult/karneval. ISBN 91-88016-03-x.  
Knutsdotter Olofsson, Birgitta (1992) *I Lekens Värld*. Almqvist & Wiksell. ISBN 91-21-13736-6.  
Nelson & Svensson *Barn och leksaker i lek och lärande*. Liber. ISBN 91-47-05278-3  
Kompendium: Lek och identitetsutveckling i interaktionistiskt perspektiv.

#### **Reference literature**

Bridgewater, Alen & Gill. *Making Wooden Mechanical Models. Popular woodworking*.  
Busch, Akiko. *Design for Sports*. Thames and Hudson. ISBN 0-500-28061-4.  
Davidsson, Ingela & Ekström, Susanna *Vill du leka?* Berghs. ISBN 91-502-1102-1.  
Falck, T & G. *108 lekar inne och ute*. ICA Bokförlag. ISBN 91-534-0440-8.  
Håkansson, Maith. *Lekar och leksaker*. Ekelunds förlag. ISBN 91-7724-908-9.  
Oxlade, Chris. *Bicycles*. Heinemann Library.  
Rasmussen, Torben H. *Leksakernas visuella värld*. Studentlitteratur. ISBN 91-44-02407-