



Course syllabus

Faculty Board of Business, Economics and Design

School of Design

1DI221 Produktdesign/projektarbete IV, 12 högskolepoäng

1DI221 Product Design/Project IV, 12 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

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 as well as making proposals for products that are relevant to the concepts of interaction and artefact in a spatial context.

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 interaction and spatiality. Students are further expected to be able to create and develop ideas and concretize them into product ideas using the interaction and artefact concepts in their widest sense as a starting point. These ideas should be founded in an understanding of the (imagined) context and of the use of the (future) artifact, which should, reasonably, be experienced as meaningful by the user. In other words, students have to acquire an understanding of what the imagined users will perceive as a meaningful activity.

Further, students are expected to be able to apply their knowledge 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

- account for the possibilities and limitations of interaction design with regard to the formation of products and environments in relation to human experiences, needs and requests,
- demonstrate a deeper knowledge and understanding of 2-D and 3-D shapes in relation to interaction and artefacts in a spatial context,
- reflect on their own design process from different aspects, 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,
- acquire knowledge about human beings and their activities and contexts,
- apply this knowledge to create proposals for products,
- test these product proposals (prototypes) against imagined users,
- present their reflections in workbooks from different perspectives, and
- present their reflections in a paper.

Evaluation and Attitude

Students are expected to be able to

- critically examine the relation between design theory and formative work and its result as well as visually communicating and motivating their observations in the workbook,
- examine and reflect on extant products from a user-centred perspective, and
- assess whether the proposed ideas will be experienced as meaningful by imagined future users.

Content

The course consists of three modules.

Module 3 Project Interaction Design/Artefact in Room Context 6 credits

Specialization

Type of Instruction

The teaching consists of lectures, individual projects, workshops, study visits, seminars 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

Mandatory literature – Module I

Saffer, Dan (2007) *Designing for interaction*. New Riders / AIGA Berkeley, CA, USA. ISBN: 0-321-43206-1

Compendium: *Interaktionsdesign*

Reference literature – Modules I & III

Buxton, Bill (2007) *Sketching User Experiences: Getting the Design Right and the Right Design*. Morgan Kaufman (ISBN: 978-0-12-374037-3)

Cross, Nigel (2007) *Designerly ways of knowing*. Birkhäuser

Krippendorff, Klaus (2006) *The Semantic turn – a new foundation for design*. Taylor & Francis. ISBN 0 415 32220 0.

Moggridge, Bill (2006) *Designing Interactions*. MIT Press (ISBN-10: 0-262-13474-8)

Norman, D. (1988) *The Design of Everyday Things*. Basic Books, Doubleday.

Ylirisku, Salu & Buur, Jacob (2007) *Designing with Video: Focusing the User-centred Design Process*. Springer-Verlag London (ISBN: 978-1-84628-960-6)

Löwgren, J. & Stolterman, E. (2004) *Design av Informationsteknik, Materialet utan egenskaper*. Andra upplagan. Studentlitteratur.

Mandatory literature – Module II

Anter, Karin Fridell, (2006) *Forskare och praktiker om färg, ljus, rum* Formas. ISBN 9154059666

Compendium: *Människans mått och proportioner*

Compendium: *Antropometri*

Compendium: *Modular*

Compendium: *Gyllene snittet*

Reference literature – Modules II & III

Barrie, Brooke (1998) *Contemporary outdoor sculpture*. Lars muller. ISBN1-56496-421-3.

Betsky, Aaron (2003) *False Flat*. Phaidon. ISBN 0-7148-4069-6.

Bodén, Christer (1997) *Modernismens arkitektur*. Archilibris Bokförlag. ISBN 91-971197-6-8.

Ching, F. (1996) *Architecture, Form, Space...* Wiley & Sons. ISBN 0-471-28616-8.

Gromark, Sten (2000) *Amodern Arkitektur*. Arkitektur förlag AB. ISBN 91-86050524

Krippendorff, Klaus (2006) *The Semantic turn – a new foundation for design*. Taylor & Francis ISBN 0 415 32220 0.

Lupton, Miller (1997) *The Bathroom the kitchen and the aesthetics of waste*. Princeton ISBN 978-1568980966.

Rand, Harry (1991) *Hundertwasser*. Taschen. ISBN 3-8228-0555-6.

Velarde, Giles (2001) *Designing exhibitions*. Ashgate. ISBN 0-566-08317-5.

von Wright m.fl. (1997) *Handla*. Nerenius & Santérus. ISBN 91-648-0133-0.

Wiggington, Michael (1996) *Glass in architecture*. Phaidon. ISBN 0-7148-29227.

The list may be subject to changes.