



Course syllabus

Faculty Board of Business, Economics and Design
School of Design

1DI234 Designhistoria III, 3 högskolepoäng
Design History III, 3 credits

Main field of study

Design

Subject Group

Design

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by the Board of the School of Design 2009-11-19

Revised 2011-06-14

The course syllabus is valid from autumn semester 2011

Prerequisites

At least 52 credits in Design or the equivalent

Expected learning outcomes

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 role in every life, and
- reflect on the aesthetics/design of artefacts.

Ability and Skills

Students are expected to be able to

- account for their knowledge from the different perspectives of artefacts in history, artefacts in everyday life and the aesthetics of artefacts, and
- present reflections and an understanding on the basis of the different perspectives of artefacts in history, artefacts in everyday life, artefacts and their links to human beings, and the aesthetics of artefacts

Evaluation and Attitude

Students are expected to be able to

- examine and see the relations of different design disciplines to one another
- critically examine and assess the aesthetic expressions of different epochs and their historical links to social development, and
- examine, argue and assess artefacts from different epochs from a user-friendly approach.

Content

Aesthetics concepts and design history

Type of Instruction

The teaching consists of lectures, workshops and individual colour and form exercises

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

Mandatory literature

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

Compendium from the School of Design

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*. 3006, ISBN 978 019 280 639 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

