



Course syllabus

Faculty of Arts and Humanities
Department of Design

1DI280 Digitala verktyg & processer, 30 högskolepoäng
Digital tools & processes, 30 credits

Main field of study

Design

Subject Group

Design

Level of classification

First Level

Progression

GIN

Date of Ratification

Approved by Faculty of Arts and Humanities 2015-05-04
The course syllabus is valid from spring semester 2016

Prerequisites

General entry requirements and English B (Field-specific entry requirements 2/A2).

Objectives

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

- practically apply artistic methods and design-led methods in design processes, individually and in groups,
- in speech account for and visualise the complex interplay in communication about various concepts, using illustration, typography, moving images and interaction design,
- describe, analyse and critically evaluate form and content as parts of a designer's role,
- critically and contextually visualise concepts and issues for sustainable futures,
- practically apply various methods for developing concepts in user experiences.

Content

Module 1 Digital Colours 7.5 credits

Objectives

- practically design digital colour palettes on the basis of different themes,
- analyse photos and images from a colour perspective,
- artistically design a project on the significance of colour in society, resulting in printed matter.

Content

The module includes the following:

- transcribing analogue colour theory to digital colour theory,
- an introduction to software adapted to different activities,
- colour theories,
- design methods,
- colour in images,
- artistic design in digital production of printer matter in the form of a project,
- the communication and impact of colours from societal and cultural perspectives.

Module 2 Typography and Illustration II 7.5 credits

Objectives

- artistically design an illustrated book on the theme of time, in which text and illustration interplay,
- artistically interpret and adapt an existing typeface, and reflect on the visual communication, the process and the result,
- in speech and writing account for the concept of time as a context.

Content

The module includes the following:

- in-depth studies of software adapted to different activities,
- in-depth studies of practical applications of typography and its metacommunication,
- the concept of time from the perspective of sustainability,
- illustration in several digital techniques and contexts,
- artistic design of illustration and typography in a communicative interplay, in the form of a project,
- interpretation and adaptation of typefaces.

Module 3 Motion Design 7.5 credits

Objectives

- artistically design an emotional story using moving images on the theme of human needs vs. luxury,
- conduct and present a visual storyboard,
- in spoken, written and visual forms account for and reflect on their story concerning dramaturgy, process and result.

Content

The module includes the following:

- an introduction to animation and video editing,
- a project in practical dramaturgy and storytelling,
- practical film theory and critical approaches to moving images,
- human needs vs. luxury.

Module 4 Interaction Design I 7.5 credits

Objectives

- artistically visualise and conduct a project in interaction design related to the themes of resilience and user perspectives,
- plan and conduct user studies and reflect on these in relation to users and experiences,
- outline and visually explore various interactive solutions in the area of sustainability.

Content

The module includes the following:

- practical exploration of various categories of user studies and design methods,
- an artistically designed project in interaction design,
- connections between interaction and digital interaction,
- an introduction to user experience design.

Type of Instruction

Teaching is delivered in the form of lectures, exercises, workshops, seminars, study visits, supervision and interdisciplinary collaboration.

Examination

The course is assessed with the grades A, B, C, D, E, Fx or F.

In each module, the student's performance is assessed on the basis of a project and reflections and documentation of design processes, as well as written assignments.

The grade A is the highest grade and the grade E is the lowest grade for passing the course. The grade F means that the student's performance is assessed as failed.

Course Evaluation

At the end of the course, a course evaluation is conducted and compiled into a report, which is made available to students. The report is presented to the departmental bodies concerned and archived according to departmental regulations.

Other

Assessment criteria for the A–F scale are communicated to the students in a separate document. The students are informed about the assessment criteria when the course starts, at the latest. Any costs for material and printouts are paid by the student.

Required Reading and Additional Study Material

List of references Module 1 - Digital Colours 7.5 credits

Required Reading

Ambrose G., Harris P. (the latest edition) *Basics Design 08: Design Thinking*. Fairchild Books AVA. 60 pages

Arnkil, H. (2013) *Colours in the visual world*. TAGO-Atlantic Förlag. ISBN 9789526052465. 150 pages.

Compendia with relevant extracts from literature and articles, ca 150 pages.

List of references Module 2 - Typography and Illustration II 7.5 credits

Required Reading

Faud-Luke, A. (2009) *Slow design principles*. online resource.
http://www.slowlab.net/CtC_SlowDesignPrinciples.pdf

Lupton, Ellen (2010) *Thinking with Type*. Princeton Architectural Press. ISBN 9781568989693. 60 pages

Williams, Mark 'Wigan' (2008) *Basics Illustration 03: Text and Image*. AVA Publishing SA. ISBN 9782940373505. 75 pages

Compendia with relevant extracts from literature and articles, ca 180 pages.

List of references Module 3 - Motion Design 7.5 credits

Required Reading

Chick, A.; Micklethwaite, P (2011) *Design for a Sustainable Future*. AVA Publishing. ISBN 9782940411306. 30 pages

Elsaesser, Thomas (2010) *Film theory: an introduction through the senses*. Routledge. ISBN 9780415801010. 200 pages

Lee, J, Martyn (the latest edition) *The Consumer Society Reader*. Blackwell Publishers. ca. 50 pages

Thompson, Kristin & Bordwell, David (2009) *Film history: an introduction*, 3rd. ed.

McGraw-Hill Higher Education. ISBN 9780071267946. 200 pages

Zygmunt Bauman (the latest edition) *Consuming Life*. Polity Press. ca. 40 pages

Compendia with relevant extracts from literature and articles, ca 80 pages.

List of references Module 4 - Interaction Design I 7.5 credits

Required Reading

de Bono, E (2009) *Six Thinking Hats*. Penguin. ISBN 9780141033051. 30 pages

Evans, B & Reid, J (the latest edition) *Resilient Life – The Art of Living Dangerously*. Polity Press. ca. 70 pages

McCarthy, John (2007) *Technology as Experience*. MIT Press. ISBN 9780262633550. 70 pages

Stockholm resilience center. *What is resilience?*. online resource
www.stockholmresilience.org/21/research/whatisresilience.html

Stockholm resilience center. *Applying resilience thinking*. online resource
www.stockholmresilience.org/21/research/whatisresilience.html

Walker, B & Salt, D. (the latest edition) *Resilience Thinking – Sustaining Ecosystems and People in a Changing World*. Island Press. ca. 30 pages

Wright, P & McCarthy, J (2010) *Experience-Centered Design*. Morgan Claypool Publishers. ISBN 9781608450442. 40 pages

Compendia with relevant extracts from literature and articles, ca 60 pages.