



## 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**

G1N

### **Date of Ratification**

Approved 2015-05-04

Revised 2017-11-09 by Faculty of Arts and Humanities. Minor changes of objectives, content, examination and required reading.

The course syllabus is valid from spring semester 2018

### **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.

### ***Module 1 – Digital Colours – Design relay 7.5 credits***

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

- practically apply design processes as change agents on the basis of their own and others' ideas, in relation to the concept of colour,
- conduct a series of design processes individually and in groups, focusing on colour,
- explore colour through design,
- in writing reflect on the concept of colour from the perspective of sustainability

***Module 2 – Typography and Illustration II – Time 7.5 credits***

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

- practically apply visual communication as a change agent in relation to the concept of “time”;
- conduct a project in visual communication focusing on the concept of “time” and communicated through typography and illustration,
- explore the concept of “time” through design,
- in writing reflect on the concept of “time” from the perspective of sustainability.

***Module 3 – Motion Design – Human needs vs. luxury 7.5 credits***

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

- practically apply visual communication as a change agent in relation to the concepts of consumption, human needs and luxury,
- conduct a project in visual communication on consumption and human needs in relation to luxury, in the form of a powerful story including moving images,
- explore consumption and human needs in relation to luxury through design,
- in writing reflect on the themes of consumption and human needs in relation to luxury from the perspective of sustainability.

***Module 4 – Interaction Design I – Resilience 7.5 credits***

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

- practically apply visual communication as a change agent in relation to the concept of “resilience”;
- conduct a project in interaction design focusing on the concept of “resilience”;
- explore the conditions of resilience through design,
- in writing reflect on the possibilities of resilience and visual communication from the perspective of sustainability.

## Content

The parts of the course on which examination is based are compulsory. Information about these parts can be found in a study guide.

### ***Module 1 Digital Colours 7.5 credits***

This module includes design exercises, collaborative exercises, seminars and workshops in which the students explore design processes and methods, focusing on colour, sustainability and design as a change agent.

### ***Module 2 Typography and Illustration II 7.5 credits***

This module includes design exercises, seminars and workshops in which the students explore and map out the concept of “time” from the perspective of sustainability. Supported by supervision and group discussions, the student conducts a design project on the concept of “time”, focusing on typography and illustration.

### ***Module 3 Motion Design 7.5 credits***

This module includes design exercises, seminars and workshops in which the students explore and map out human needs and consumption in relation to luxury from the perspective of sustainability. Supported by supervision and group discussions, the student conducts a design project in the field, focusing on moving images and powerful narration.

### ***Module 4 Interaction Design I 7.5 credits***

This module includes design exercises, seminars and workshops in which the students explore and map out the concept of “resilience”. Supported by supervision and group discussions, the student conducts a project in interaction design focusing on moving images.

## Type of Instruction

Teaching is delivered in the form of lectures, workshops, laboratory sessions, supervision, seminars, field work, study visits, independent study and interdisciplinary collaboration.

## Examination

The course is assessed with the grades A, B, C, D, E, Fx or F. Each module is examined through the realisation of a project and reflection on the design process, practical assignments and a written assignment.

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.

For students who do not pass the first examinations, retake examinations are provided in accordance with local regulations at the university. For some parts of the course, a retake examination can only be offered in connection to the on-going course.

## Course Evaluation

At the end of the course, a course evaluation is conducted. Results and analysis of the course evaluation are communicated to the students who have taken the course and the students who are taking the course when it is offered the next time. The evaluation is anonymous. The course evaluation is filed 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 p.

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

*Additional relevant literature chosen by the teacher, ca 150 p.*

**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](http://www.slowlab.net/CtC_SlowDesignPrinciples.pdf)

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

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

*Additional relevant literature chosen by the teacher, ca 220 p.*

**List of references Module 3 - Motion Design 7.5 credits**

**Required Reading**

Elsaesser, Thomas (2010) *Film theory: an introduction through the senses*. Routledge. ISBN 9780415801010. 100 p.

Thompson, Kristin & Bordwell, David (2009) *Film history: an introduction*, 3rd. ed. McGrawHill Higher Education. ISBN 9780071267946. 100 p.

*Additional relevant literature chosen by the teacher, ca 150 p.*

**List of references Module 4 - Interaction Design I 7.5 credits**

**Required Reading**

Stockholm resilience center. *What is resilience?*. online resource  
[www.stockholmresilience.org/21/research/whatisresilience.html](http://www.stockholmresilience.org/21/research/whatisresilience.html)

*Additional relevant literature chosen by the teacher, ca 300 p.*