



Course syllabus

Faculty of Arts and Humanities

Department of Design

1DI286 Digitala verktyg och processer, 30 högskolepoäng

Digital Tools and Processes, 30 credits

Main field of study

Design

Subject Group

Design

Level of classification

First Level

Progression

G1N

Date of Ratification

Approved 2020-05-07

Revised 2020-11-19 by Faculty of Arts and Humanities. Revision of literature, module 2.
The course syllabus is valid from spring semester 2021

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 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,
- reflect in writing on the concept of colour from the perspective of sustainability.

Module 2 – Typography and Illustration II 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, communicated through typography and illustration,
- explore the concept of time through design,
- reflect in writing on the concept of time from the perspective of sustainability.

Module 3 – Motion Design 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,
- reflect in writing on consumption and human needs in relation to luxury, from the perspective of sustainability.

Module 4 – Interaction Design I 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 for resilience through design,
- reflect in writing on the possibilities of resilience and visual communication from the perspective of sustainability.

Content

Information about parts upon which examination is based can be found in the course study guide.

Module 1 Digital Colours 7.5 credits

This module includes design exercises, collaborative exercises, seminars and workshops in which the student explores 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 student explores and surveys the concept of time from the perspective of sustainability. Supported by supervision and group discussions, the student also 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 student explores and surveys human needs and consumption in relation to luxury from the perspective of sustainability. Supported by supervision and group discussions, the student also conducts a design project in the field, focusing on moving images and powerful artistic narration.

Module 4 Interaction Design I 7.5 credits

This module includes design exercises, seminars and workshops in which the student explores and surveys the concept of resilience. Supported by supervision and group discussions, the student also conducts a project in interaction design focusing on moving images.

Type of Instruction

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

Examination

The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

Each module is examined through a project, reflection on the design process, practical assignments and a written assignment.

In order to receive the grade of Pass, the student must achieve the objectives. Grading criteria for the grade of Pass with Distinction will be specified in writing when the course starts. In order to receive the grade of Pass with Distinction for the whole course, the student must have received this grade for at least 15 credits of the course.

If the university has decided that a student is entitled to special educational support due to a disability, the examiner may offer an adapted exam or allow the student to conduct the exam in an alternative form.

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, retake examination can only be offered when the course is offered again.

Course Evaluation

During or shortly after the course, a course evaluation is conducted. Results and analysis of the course evaluation are promptly communicated to the students who have taken the course. Students who are taking the course when it is offered the next time are informed of the results at the start of the course. The evaluation is anonymous.

Credit Overlap

The course cannot be included in a degree along with the following courses of which the content fully, or partly, corresponds to the content of this course: 1DI280 Digital tools &

processes, 30 credits.

Other

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

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

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

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

List of references Module 3 - Motion Design 7.5 credits

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

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

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