



Course syllabus

Faculty of Arts and Humanities
Department of Design

1DI370 Designpraktiker, 30 högskolepoäng
Design Practices, 30 credits

Main field of study

Design

Subject Group

Design

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by Faculty of Arts and Humanities 2016-06-09

The course syllabus is valid from autumn semester 2016

Prerequisites

General entry requirements and English B (Field-specific entry requirements 2/A2). At least 30 credits in design or the equivalent.

Objectives

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

- independently and thoroughly demonstrate an understanding of how artistic design, knowledge of design, and design tools can be applied at the levels of products and systems,
- independently create, realise and express their own ideas; identify formulate and solve artistic and creative design problems; and undertake artistic tasks within predetermined time frames,
- account for and handle systems, theories of change and processes, and reflect on the role of design as a change agent.

Content

Module 1 Design Practice 1 – Futures, Technology and Energy 7.5 credits

Objectives

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

- account for the design fields critical design, speculative design and design fiction, and apply a selection of their practical methods in a design project,
- account for and practically design key perspectives regarding energy and the role of technology from the perspective of sustainability,

- apply artistic design methods adequately, for example in experience prototyping or physical computing,
- practically use future scenarios and fictions for critical exploration and design, and stimulate discussions of controversial contemporary issues.

Content

This module is conducted in the form of a project in which the students develop design scenarios for critical and creative exploration and design, and stimulate discussions of controversial contemporary issues – energy and technology. The module includes an introduction to the contemporary design fields critical design, speculative design and design fiction, and an introduction to and practical experimentation with methods within these fields. The module also includes a basic introduction to the energy issue from the perspective of sustainability, and discussions and design of the role of technology in unsustainable/sustainable societies.

Module 2 Design Practice 2 – Gender and Norms 7.5 credits

Objectives

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

- account for the design field design for social innovation, and apply a selection of its practical methods in a design project,
- account for and artistically design key concepts in norm criticism/creativity and intersectionality in a broader context of sustainability,
- reflect on and account for the role of design in the creation and maintenance of norms and power relationships,
- practically use adequate design and processes for innovation aiming to change norms.

Content

This module is conducted in the form of a project in which the students develop design proposals for social innovation aiming to change norms, in connection to the local context and in collaboration with relevant external interested parties. The module includes an introduction to the design field design for social innovation, and an introduction to and practical experimentation with methods within this field (such as participatory design and co-design). The module also includes an introduction to intersectionality, queer theory and norm criticism, and design methods for critical examination of societal power structures.

Module 3 Design Practice 3 – Life and Death 7.5 credits

Objectives

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

- account for the design fields system design and service design, and apply a selection of their practical methods in a design project,
- account for and design key concepts in system theory and life cycle thinking,
- account for and adequately design developments and rituals in the different stages of human life in different cultures from the perspectives of design and sustainability,
- independently explore and apply complex artistic methods in visualisation and visual communication,
- practically and adequately apply service and system design to enrich a milestone or development in human life.

Content

This module is conducted in the form of a project in which the students develop service and system design for critical and creative exploration of stages and rites in human life, in connection to the local and global contexts and in collaboration with relevant external interested parties. The module includes an introduction to the contemporary design fields system and service design, and an introduction to and practical experimentation with methods within these fields. The aim is for the students to develop their knowledge, understanding and artistic abilities concerning the shift from design at the level of the product to design at the level of the system. The module also introduces relevant theories on societal institutions, rituals and ethical issues.

Module 4 Design Practice 4 - Design and Pedagogics 7.5 credits

Objectives

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

- apply and adequately demonstrate various pedagogical tools and processes in a design project,
- plan and apply adequate constructive and creative methods for cooperation within and between subjects, and with society, in the development of learning experiences supporting sustainable futures,
- reflect on and apply empathy for the needs of a specific group in a learning situation, and facilitate cooperation,
- account for key concepts and processes/tools in radical pedagogics,
- reflect on the role of the designer as a pedagogue and change agent in the creation of sustainable futures,
- artistically explore dramaturgy and narration.

Content

This module is conducted in the form of a project in which the students develop a learning experience for a specific target group to support sustainable futures. The module includes an introduction to radical pedagogics, and an introduction to and practical experimentation with methods within this field. The students practise the role of the designer as a facilitator and explore the connection between design practice, pedagogics and change.

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

Type of Instruction

Teaching is delivered in the form of exercises, workshops, seminars, field work, supervision and lectures.

Examination

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

Module 1 is examined through a written scenario and a prototype.

Module 2 is examined through a presentation of a design process in service/system design, and a written assignment.

Module 3 is examined through a presentation and reflection in the form a seminar, and a written assignment.

Module 4 is examined through a pedagogical production.

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.

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 - Design Practice 1 – Futures, Technology and Energy 7.5 credits

Required Reading

Dunne, A. (2008) *Hertzian Tales*. MIT Press. ISBN 9780262541992. 140 p.

Dunne, A. & Raby, F. (2013) *Speculative Everything*. MIT Press. ISBN 9780262019842. 220 p.

Compendia with relevant extracts from literature and articles provided by the department, ca 150 pages.

List of references Module 2 - Design Practice 2 – Gender and Norms 7.5 credits

Required Reading

Ehn, P (et. al). (2014) *Making Futures*. MIT Press. ISBN 9780262027939. 300 p.

Compendia with relevant extracts from literature and articles provided by the department, ca 150 pages.

List of references Module 3 - Design Practice 3 – Life and Death 7.5 credits

Required Reading

Thackara, J. (2006) *In the Bubble: Designing in a Complex World*. MIT Press. ISBN 9780262701150. 310 p.

Compendia with relevant extracts from literature and articles provided by the department, ca 150 pages.

List of references Module 4 - Design Practice 4 - Design and Pedagogics 7.5 credits

Required Reading

Dirksen, J. (2015) *Design for How People Learn*. New Riders Publishing. ISBN 9780134211282. 250 p.

Compendia with relevant extracts from literature and articles provided by the department, ca 150 pages.