



Course syllabus

Faculty of Arts and Humanities

Department of Design

1DI376 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 2020-05-07

The course syllabus is valid from autumn semester 2021

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,
- articulate and discuss contemporary design practices in relation to sustainability and change agents, through creative and critical writing.

Module 1 Design practice 1 (Speculative design, critical design), Futures, technology and energy, 7.5 credits

- practically apply speculative design fictions and future scenarios as change agents in relation to technology,
- conduct a highly complex design project in speculative design, focusing on technology,
- explore speculative future scenarios and fictions through design,
- develop critical speculative future scenarios and fictions focusing on technology

from the perspective of sustainability, using creative and performative writing and other forms of narration.

Module 2 Design Practice 2 (Social innovation), Gender and Norms 7.5 credits

- practically apply social design or innovation as a change agent in relation to norms, norm criticism, norm creativity and intersectionality,
- conduct a design project in social design or innovation focusing on norms, norm criticism, norm creativity and intersectionality,
- explore norms, norm criticism, norm creativity and intersectionality through design,
- raise questions concerning norms, norm criticism, norm creativity and intersectionality from the perspective of sustainability, using creative and performative writing and other forms of narration.

Module 3 Design Practice 3 (System and service design), Life and death 7.5 credits

- practically apply system design or service design as a change agent in relation to “life and death”,
- conduct a design project in system design or service design on the theme “life and death”,
- explore the theme “life and death” through design,
- raise questions concerning the theme “life and death” from the perspective of sustainability, using creative and performative writing and other forms of narration.

Module 4 Design and pedagogy 1, 7.5 credits

- practically apply learning-experience design as a change agent,
- conduct a design project focusing on the development of a concept and a framework for a learning experience,
- explore learning from the perspective of design, through design,
- critically discuss various pedagogical models.

Content

Information about the parts on which examination is based is found in the course study guide.

Module 1 Design Practice 1 (Speculative design, critical design) Futures, Technology and Energy 7.5 credits

This module is conducted in the form of a project along with design exercises, seminars and workshops in which the student develops design scenarios for critical and creative exploration, design and discussion of controversial contemporary issues. The module includes an introduction to the contemporary design fields of critical design, speculative design and design fiction, as well as an introduction to and practical experimentation with methods within these fields. The student also practises raising questions through various forms of visual design as well as through critical, performative writing. The module also includes discussions and design exercises on the role of technology in sustainable and unsustainable societies.

Module 2 Design Practice 2 (Social innovation), Gender and norms 7.5 credits

This module is conducted in the form of a project in which the student develops a design proposal for social design or 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 social design and design for social innovation, as well as an introduction to and practical experimentation with methods within these fields (such as participatory design and co-design). The student also practises raising questions through various forms of visual design as well as through critical, performative writing. The module also includes an introduction to norm criticism, intersectionality and design methods for critical examination of societal power structures.

Module 3 Design Practice 3 (System and service design), Life and Death 7.5 credits

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 local and global contexts, and in collaboration with relevant external interested parties. The module includes an introduction to the contemporary design fields of system and service design, as well as an introduction to, and practical experimentation with, methods within these fields. The students also practise raising questions through various forms of visual design as well as through critical, performative writing. The module also introduces relevant theories on societal institutions, rituals and ethical issues.

Module 4 Design and Pedagogy 1 7.5 credits

This module is conducted in the form of a project in which the student develops a concept for a learning experience for a specific target group to support sustainable futures. The module includes an introduction to radical pedagogy, as well as an introduction to, and practical experimentation with, methods within this field. The student also practises developing critical arguments in speech and writing. The student furthermore practises the role of the designer as a facilitator, and explores the connection between design practice, pedagogy and change.

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: 1DI370 Design Practices, 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 - Design Practice 1 (Speculative design, critical design) Futures, Technology and Energy 7.5 credits

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

Additional relevant literature chosen by the teacher, ca 180 p.

List of references Module 2 - Design Practice 2 (Social innovation), Gender and norms 7.5 credits

Vinnova (2017) *Nova - Tools and Methods for Norm-Creative Innovation*. Norstedt Juridik AB. ISBN: 9789187537486.

Manzini, Ezio and Coad, Rachel (2015) *Design, When Everybody Designs: An Introduction to Design for Social Innovation*. MIT Press. 256 sidor. ISBN: 9780262028608.

Additional relevant literature chosen by the teacher, ca 200 p.

List of references Module 3 - Design Practice 3 (System and service design), Life and Death 7.5 credits

Penin, Lara (2018) *Designing the invisible: An Introduction to Service Design*, Bloomsbury Visual Arts. 344 sidor. ISBN: 9781472572585.

Additional relevant literature chosen by the teacher, ca 200 p.

List of references Module 4 - Design and Pedagogy 1 7.5 credits

Additional relevant literature chosen by the teacher, ca 350 p.