



Programme syllabus

Faculty of Arts and Humanities

Design + Change, 180 högskolepoäng

Design + Change, 180 credits

Level

First Level

Date of Ratification

Approved by the Faculty Board within the Faculty of Arts and Humanities 2014-09-15
The programme syllabus is valid from autumn semester 2015

Prerequisites

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

Description of Programme

This programme is intended for students who want to use design to make a difference in the world. The programme combines creative expression and knowledge of sustainability to prepare the student for a profession as a designer and an agent of change at the cutting edge of design. The student develops both traditional and new design skills as well as tools to contribute to important changes, both locally and globally, from the designer role.

Collaborations constitute a central part of the programme. Many courses are conducted in close collaboration with the surrounding society, such as industry, business, organisations, local governance and the local population. The programme is delivered in English, to prepare the students for an international career. The programme is open to international students, which supports diversity in the student group.

The programme prepares students for professional roles at both strategic and practical/operational levels in Sweden and abroad. The students become well-equipped to work in interdisciplinary contexts. After completing the degree they may work with design for sustainability

- in traditional design companies,
- in companies focusing on service design,
- in organisations working with processes of change,
- in communication companies,
- with initiatives run by local communities or municipalities,
- in their own companies and organisations, individually or in business clusters.

Objectives

Central qualitative targets according to the Higher Education Ordinance

Knowledge and understanding

For a Degree of Bachelor of Fine Arts the student shall

- demonstrate knowledge and understanding in the principal field (main field of study), including knowledge of the practical and theoretical foundation of the field, knowledge and experience of methods and processes in the field as well as specialised study within the field.

Competence and skills

For a Degree of Bachelor of Fine Arts the student shall

- demonstrate the ability to describe, analyse and interpret design, techniques and content as well as to reflect critically on his or her artistic approach and that of others in the main field of study ,
- demonstrate the ability in the main field of study to create, realise and express his or her own ideas, identify, formulate and solve artistic and creative problems autonomously and to undertake artistic tasks within predetermined time frames,
- demonstrate the ability to present and discuss his or her works and artistic issues in speech, writing or in other ways and in dialogue with different audiences and demonstrate the competence and knowledge required to work autonomously in a professional capacity.

Judgement and approach

For a Degree of Bachelor of Fine Arts the student shall

- demonstrate the ability to make assessments in the main field of study informed by relevant artistic, social and ethical issues,
- demonstrate insight into the role of art in society, and
- demonstrate the ability to identify the need for further knowledge and ongoing learning.

Programme-specific objectives

After completing the degree, the student should:

- demonstrate knowledge and understanding of how artistic creativity, design knowledge and tools can be applied at the levels of products and systems, and demonstrate the ability to make independent judgements as regards what type of design activity is best suited to address a particular challenge,
- demonstrate knowledge and understanding of and the ability to apply a selection of research methods within design,
- demonstrate knowledge and understanding of systems in general and the complex interplay of ecological, economic, social and cultural dimensions of sustainability and the influence of design in these contexts in particular,
- demonstrate knowledge and understanding of theories and processes of change and her or his own designer role, and the ability to use design to create sustainable futures,
- demonstrate the ability to cooperate constructively and creatively in groups within and across subjects and with the surrounding society, as well as to facilitate collaborations.

Content

Programme Overview

The programme consists of six semesters which are divided into modules. The programme gradually develops the student's knowledge, understanding and ability on the basis of two core progression perspectives:

1. From design at the level of the product to design at the level of the system.
2. From individual and local values, interests and incentives to global ones.

The two perspectives on progression meet and are integrated in all courses and are supported by collaborations between practical design, theory and artistic creativity. This educational approach enables learning through practical work, experience, theory, articulation and reflection. Throughout the degree, the student is supported by design-led and design-suited research tools.

Programme courses

*= course within the main field of study

YEAR 1

Design Tools 30 credits* (G1N)

The first semester of the programme focuses on the student developing a solid foundation as regards design skills, and the role of the designer in futures of sustainability. There is a strong emphasis on establishing a safe and creative working environment for both the individual student and the group. The student acquires basic knowledge and experience of design tools for two-dimensional and three-dimensional design as well as moving images. The student is familiarised with essential frameworks and tools for design for sustainability and explores values and interests for the individual and the group. The student works with projects, individually and in groups.

Modules:

Introduction – Sustainability and creativity, 7.5 credits

Design – 2D, 7.5 credits

Design – 3D, 7.5 credits

Design – moving images, 7.5 credits

Design Processes 30 credits* (G1F)

In the second semester of the programme the student acquires an understanding of and ability to apply design processes, individually and in collaborations. More advanced tools and methods for research, idea generation and artistic interpretation are introduced. The student develops an understanding of user perspectives and contextual design, as well as relevant methods for this. The student explores specific themes, such as human needs and luxury and the role of design in those aspects, and develop her or his understanding of sustainability and system perspectives.

Modules:

Design processes and methods 1, Design relay, 7,5 credits

Design processes and methods 2, Time, 7,5 credits

Design processes and methods 3, Human needs vs. luxury, 7.5 credits

Design processes and methods 4, Resilience, 7,5 credits

YEAR 2

Design practice 30 credits* (G1F)

The third semester includes an introduction to emerging design fields such as speculative design and design for social innovation. The student develops critical and creative abilities through projects which cover futures, service and system design and design of learning experiences. The sustainability perspectives are developed through critical thinking on how norms influence the design process and potential consequences of this.

Modules:

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

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

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

Design and pedagogy 1, 7.5 credits

Småland, 30 credits* (G2F)

In the fourth semester the student implements and develops her or his knowledge, understanding and abilities in collaborations with local/regional businesses, organisations and communities. At the end of the semester the student is given the opportunity to conduct a practice placement or go on a study trip.

Modules:

Design and pedagogy 2, 7.5 credits

Småland, 15 credits

Power relationships and design/Practice placement, 7.5 credits

YEAR 3

Change 30 credits* (G2F)

The fifth semester focuses on design as a change agent of economic, ecological, social and cultural systems. The student collaborates with other disciplines at the university and beyond. There is particular emphasis on the understanding, facilitation, design and visualisation of full processes of change.

Modules:

Economic/ecological change, 7.5 credits

Social/cultural change, 7.5 credits

Change, 15 credits

Futures 30 credits* (G2E)

In the last semester the student explores a future field of work. In close collaboration with internal and external supervisors, the student creates a project adapted to reality and to the future, which prepares the student for his or her future role and field of work.

Modules:

The state of things, 7.5 credits

Independent project, 15 credits

Show and possibilities, 7.5 credits

Work experience and Community contacts

A majority of the programme's courses are delivered in the form of projects in collaboration with the surrounding society. During the fourth semester the student is given the opportunity to conduct a five-week practice placement. The student decides where to conduct the practice placement in consultation with the person responsible for the programme.

Studies abroad

During the fourth semester the student is given the opportunity to study abroad at one of the universities with which Linnaeus University has agreements.

Perspectives in the programme Sustainable development

The whole of the programme is characterised by a perspective of sustainability, from an initial introduction to ecological systems to a wide understanding of systems' resilience and ability to recover, as well as the specific opportunities for design to contribute to sustainability. During the first three semesters the student acquires knowledge about tools for design for sustainability. In the project courses in the following three semesters, these tools are used in increasingly complex contexts and with the student's increasing independence.

Gender perspectives and Norm criticism

The perspective of sustainability which characterises the whole of the programme includes a gender perspective and norm criticism, which are developed in the module Design practice 2. In this module, the student acquires tools to incorporate these perspectives in the design practice. There is particular emphasis on supporting the student to develop a critical stance on how norms influence the design process, and the consequences this may have on working methods, products and services. The programme aims to establish a diverse student group.

Internationalisation

Several courses, for example the module Power relationships and design in the third semester and Change in the fifth semester, have clear international perspectives. The programme is delivered in English in order to welcome international students and to give the student access to a future international field of work. The Department of Design participates actively in international networks such as Cumulus and Desis, which provide platforms for knowledge exchange through joint projects and student and teaching staff exchanges.

Quality Development

The quality work has a clear connection to the university's vision and strategy and to the programme and course syllabi of the programme. The quality work within the subject takes place at teaching staff conferences and subject meetings, as well as through continuous dialogues with the students, formalised in course evaluations. During the sixth semester, a programme evaluation is conducted, and after each course, a course evaluation is conducted. These evaluations are compiled into reports and made available to the students. The reports also include descriptions of what measures of improvement have been taken. The programme and course evaluations are archived by the department. Students, teaching staff and representatives from the surrounding society participate actively in following up and developing the programme through the Programme Advisory Board.

The programme is continuously developed to meet the requirements of society.

The Faculty of Arts and Humanities has a quality system for following up and developing our programmes. An education council prepares programme syllabi and other aspects concerning quality, such as the right to award degrees and the range of programmes offered, before the Faculty Board makes the final decisions. Revised and new syllabi are prepared in three Syllabus Committees before the Head of Department or the Dean makes the final decision about approval.

Every year the range of courses and programmes offered is evaluated in accordance with the Faculty's plan for systematic quality work.

Degree Certificate

After completing their studies, in accordance with the requirements stated in the Qualification Ordinance in the Higher Education Ordinance and in Linnaeus University's local Qualification Ordinance, the student may apply for a degree. Students who have completed the programme Design + Change may obtain the following degree:

Konstnärlig kandidatexamen

Bachelor of Fine Arts

Huvudområde: Design

Main field of study: Design

The degree certificate is issued in two languages (Swedish and English). A Diploma Supplement in English is enclosed with the degree certificate.

Other Information

Students on this programme are given the opportunity to forge networks around the world, work in well-equipped rooms and spend much of their learning time with the teaching team. The programme also supports students' individual development and use of the English language.

After having been awarded the degree, the student is qualified for admission to studies at the advanced level.

The student should be prepared for some costs for material and some study visits each term.