



COURSE SYLLABUS

Design Philosophy and Practice (Human Factors 1), 9 credits

Designfilosofi och praktik (Human Factors 1), 9 högskolepoäng

Course Code: TDPR28	Education Cycle: Second-cycle level
Confirmed by: Dean Apr 1, 2018	Disciplinary domain: Technology
Revised by: Director of Education May 27, 2019	Subject group: DE1
Valid From: Aug 1, 2019	Specialised in: A1N
Version: 2	Main field of study: Product Development

Intended Learning Outcomes (ILO)

On completion of the course, the student should;

Knowledge and understanding

- Display knowledge of the creative work, practical knowledge and its relation to Industrial and fundamental practices that apply to design work
- Demonstrate comprehension of the interaction between humans and things, as well as comprehension of knowledge of design thinking.
- Show familiarity of knowledge of scientific and practice design work.

Skills and abilities

- Demonstrate the ability to use written reflection as a method of knowledge, as well as linguistically and verbally present and communicate a design proposal.
- Demonstrate skills of sketching and ideation work
- Demonstrate the ability of proficiency in developing an idea into a concept proposal and expressed it in the form, text and image.

Judgement and approach

- Demonstrate an understanding of insight into own unique talent and ability, as well as an understanding of how different competences, skills and abilities contribute to the overall product development process
- Demonstrate an understanding of how humans relate to objects in motion.

Contents

This course will provide knowledge and understanding of design work philosophy and practice and their own design process, from idea to concept proposals, and train to express, reflect and portray in speech, writing and in shape. Furthermore, the course practicing their own creative process and the ability to design.

The course includes the following topics:

- The practical knowledge formation in the creative work

- Creative aesthetics and philosophy
- Design methods and methodology
- Analogous creation
- Interpretation and perception
- Written reflection
- Morphology and design
- Sketching
- Presentation skills.

Type of instruction

Teaching consists of lectures, exercises, assignments and individual project.

The teaching is conducted in English.

Prerequisites

The applicant must hold the minimum of a bachelor's degree (ie. the equivalent of 180 ECTS credits at an accredited university) with at least 90 credits within the major subject Informatics, Computer Engineering, Interaction Design (with relevant courses in web programming), Mechanical Engineering, Industrial Engineering and Management or Civil Engineering or equivalent. Proof of English proficiency is required.

Examination and grades

The course is graded 5,4,3 or Fail.

Registration of examination:

Name of the Test	Value	Grading
Project work ¹	5 credits	5/4/3/U
Assignments	4 credits	U/G

¹ Determines the final grade of the course, which is issued only when all course units have been passed.

Other information

Exemption from entry requirement allowed according to the selection groups of the program, where the course is included.

Course literature

The literature is preliminary until one month before the course starts.

Title: Elements of Design: Rowena Reed Kostellow and the Structure of Visual Relationships.

Author: Gail Greet, H.

Publisher:

ISBN: 9781568983295, ISBN-10: 1568983298

Scientific articles presented during the course.