COURSE SYLLABUS
Luminaire Design, 9 credits

Armaturdesign, 9 högskolepoäng

Course Code:	TLDN12	**Education Cycle:**	First-cycle level
Confirmed by:	Dean Mar 1, 2020	**Disciplinary domain:**	Technology
Revised by:	Director of Education Mar 19, 2021	**Subject group:**	MT1
Valid From:	Aug 1, 2021	**Specialised in:**	G2F
Version:	2	**Main field of study:**	Product Development

Intended Learning Outcomes (ILO)

After completing the course, the student shall:

Knowledge and understanding
- show familiarity with the design of luminaires, in relation to function and user needs
- demonstrate comprehension of product design and the design process
- display knowledge of luminaire construction and light distribution, with a sustainable approach
- demonstrate comprehension of the influences of different luminaire accessories

Skills and abilities
- demonstrate the ability to communicate conceptual ideas for a product design with hand-sketches, computer generated images, texts and oral presentations
- demonstrate skills in designing a luminaire for a specific application

Judgement and approach
- demonstrate the ability to observe, describe, compare and analyse existing luminaires
- demonstrate the ability to evaluate the need of a specific luminaire for a specific function, including all or some of its features
- demonstrate the ability to analyse luminaires from a sustainable perspective

Contents

This course is meant to offer the students a chance to deepen their knowledge and knowhow in luminaire design and to get familiar with the functional and aesthetical aspects of product design. It also provides an opportunity for the students to refine their sketching and communication skills.

The course includes the following elements:
- Theory and design process in product development including research, ideation, prototyping and testing
- Literature search in the design research field
- Luminaire applications

- Luminaire design, function and light treatment
- Assembly, structure and material of luminaires
- Hand sketching and computer generated images
- Presentation and communication related to luminaire design

Type of instruction

Lectures, seminars, workshops and study visits

The teaching is conducted in English.

Prerequisites

General entry requirements and completed courses 60 credits in first cycle within the program, including Basics in Light Source and Luminaire Proficiency, 6 credits or Basics in Light Source and Luminaire Proficiency, 9 credits, as well as project experience (or the equivalent).

Examination and grades

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

Registration of examination:

Name of the Test	Value	Grading
Project work[I]	7 credits	5/4/3/U
Exercises	2 credits	U/G

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

Course literature

The literature list for the course will be provided one month before the course starts.

HENRY, K. 2012. Drawing for Product Designers, London, United Kingdom, Laurence King Publishing.

MILTON, A. & RODGERS, P. 2013. Research methods for product design, London, United Kingdom, Laurence King Publishing.

WÄNSTRÖM LINDH, U. 2018. Ljusdesign och rumsgestaltning, Lund, Studentlitteratur.

English speaking students can replace Ljusdesign och rumsgestaltning with:
WANSTROM LINDH, U. 2012. Light Shapes Spaces: Experiences of Distribution of Light and Visual Spatial Boundaries. PhD Dissertation, University of Gothenburg, Art Monitor.

(Free articles and reference literature will be added during the course).