



COURSE SYLLABUS

Design Philosophy and Practice (Human Factors 1), 6 credits

Designfilosofi och praktik (Human Factors 1), 6 högskolepoäng

Course Code: TDPR29	Education Cycle: Second-cycle level
Confirmed by: Dean Jun 1, 2019	Disciplinary domain: Technology
Valid From: Aug 1, 2019	Subject group: DE1
Version: 1	Specialised in: A1N
	Main field of study: Product Development

Intended Learning Outcomes (ILO)

On completion of the course, the student shall

Knowledge and understanding

- Display knowledge of the creative work, practical knowledge and its relation to fundamental practices that apply to design work
- Demonstrate comprehension of the interaction between humans and things

Skills and abilities

- Demonstrate the ability to linguistically and verbally to represent and communicate an idea in a development
- Demonstrate the ability to use written reflection as a method of knowledge
- Demonstrate skills in sketching
- Demonstrate skills of developing an idea into a concept proposal and expressed it in the form, text and image

Judgement and approach

- Demonstrate an understanding of their own unique talent and ability, as well as 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 in the 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

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- Analogous creation
- Abstraction, 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

Passed courses at least 90 credits within the major subject in Informatics, Computer Science, Interaction Design, Computer Engineering, Electrical Engineering (with relevant courses in web programming) or equivalent. Proof of English proficiency is required.

Examination and grades

The course is graded Fail (U) or Pass (G).

The final grade will only be issued after satisfactory completion of all assessments.

Registration of examination:

Name of the Test	Value	Grading
Project work	4 credits	U/G
Assignments	2 credits	U/G

Other information

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

Course literature

Literature

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

Title: Sketching User Experiences– Getting the Design Right and the Right Design, 2010

Author: Bill Buxton

Publisher: Morgan Kaufmann

ISBN: 9780123740373

Scientific articles presented during the course.