



## KURSPLAN

# Designfilosofi och praktik (Human Factors 1), 9 högskolepoäng

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

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<b>Kurskod:</b>	TDPR28	<b>Utbildningsnivå:</b>	Avancerad nivå
<b>Fastställt av:</b>	VD 2018-04-01	<b>Utbildningsområde:</b>	Tekniska området
<b>Reviderad av:</b>	Utbildningschef 2019-05-27	<b>Ämnesgrupp:</b>	DE1
<b>Gäller fr.o.m.:</b>	2019-08-01	<b>Fördjupning:</b>	A1N
<b>Version:</b>	2	<b>Huvudområde:</b>	Produktutveckling

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### Lärandemål

On completion of the course, the student should;

#### Kunskap och förståelse

- 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.

#### Färdighet och förmåga

- 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.

#### Värderingsförmåga och förhållningssätt

- 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.

### Innehåll

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.

### Undervisningsformer

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

Undervisningen bedrivs på engelska.

### Förkunskapskrav

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 och betyg

Kursen bedöms med betygen 5, 4, 3 eller Underkänd .

Poängregistrering av examinationen för kursen sker enligt följande system:

Examinationsmoment	Omfattning	Betyg
Projektarbete <sup>1</sup>	5 hp	5/4/3/U
Inlämningsuppgifter	4 hp	U/G

<sup>1</sup> Bestämmer kursens slutbetyg vilket utfärdas först när samtliga moment godkänts.

### Övrigt

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

### Kurslitteratur

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.