



COURSE SYLLABUS

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

Designfilosofi och praktik (Human Factors 1), 6 högskolepoäng

| | |
|---------------------------------------|---|
| Course Code: TDPR26 | Education Cycle: Second-cycle level |
| Confirmed by: Dean Mar 1, 2016 | Disciplinary domain: Technology (95%) and social sciences (5%) |
| Valid From: Aug 1, 2016 | Subject group: DE1 |
| Version: 1 | Specialised in: A1N |
| Reg number: JTH 2016/610-313 | Main field of study: Product Development |

Intended Learning Outcomes (ILO)

On completion of the course, the student should

Knowledge and understanding

- Have knowledge of the creative work, practical knowledge and its relation to Industrial and fundamental practices that apply to design work
- Demonstrate an understanding 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 and modeling
- Demonstrate proficiency in developing an idea into a concept proposal and expressed it in the form, text and image

Judgement and approach

- Demonstrate insight into 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

- Analogous creation
- Interpretation and perception
- Written reflection
- Morphology and design
- Sketching
- Model Engineering
- 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 Mechanical Engineering or Civil Engineering (with relevant courses in construction and design), and 15 credits Mathematics, or equivalent. Proof of English proficiency is required. Through set work test that show artistic skills and aptitude for the profession.

Examination and grades

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

Registration of examination:

| Name of the Test | Value | Grading |
|------------------|-----------|---------|
| Project work | 4 credits | 5/4/3/U |
| Assignments | 2 credits | 5/4/3/U |

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 is preliminary until one month before the course starts.

Title: What designers know.

Author: Lawson, B

Publisher: Elsevier Science & Technology, 2004

ISBN: 9780750664486