

Course Unit	Introduction to Design II		Field of study	Design	
Bachelor in	Art and Design - Minor in Visual Arts		School	School of Education	
Academic Year	2023/2024	Year of study	1	Level	1-1
Type	Semestral	Semester	2	Code	9898-661-1203-00-23
Workload (hours)	135	Contact hours	T -	TP 18	PL 20
			TC -	S -	E -
			OT 16	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Jacinta Helena Alves Lourenço Casimiro da Costa

### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Have an exploratory and analytical attitude in order to detect problems and contribute to their solution;
2. Hold training based on a design culture, through the application of design methodologies;
3. To constructively and creatively explore three-dimensionality in the relations between objects, spaces and function;
4. Conceive, represent, interpret, plan and manage projects in the area of product design
5. Have a critical and analytical spirit about spaces, shapes and objects.

### Prerequisites

Before the course unit the learner is expected to be able to:  
Without pre-conditions

### Course contents

1. Product design. 2. The form-function relationship in a double perspective. 3. Methodologies and practices. 4. Product design and the industry. 5. Author design. 6. Projects - Applied practice.

### Course contents (extended version)

1. Product design:
  - Current issues and movements;
  - Analysis and case studies.
2. The form-function relationship in a double perspective
  - Acceptance, speculation or rejection
  - Analysis and application exercises
3. Methodologies and practices:
  - Project Culture;
  - Design methodologies with speculative and systematic basis.
4. Product design and industry:
  - Practices, languages and methods;
  - Analysis and case studies.
5. Author design:
  - Practices, languages and methods;
  - Analysis and case studies.
6. Projects - Applied practice:
  - Creative process;
  - Exploration and exploration of the environment as a form of study;
  - Methods and applications;
  - Project organization and realization;
  - Presentation and communication of the project;
  - Different levels of project communication;
  - Technical reports of the project.

### Recommended reading

1. BONSIPE, G. (1992) Teoria e Prática do Design Industrial". Lisboa. Centro Português do Design;
2. BURDEK, B. (2016). História, teoria e prática do design de produto". S. Paulo. Editora Edgard Blücher;
3. DONDIS, D A. (2007). Sintaxe da linguagem visual. 3. ed. São Paulo: Martins Fontes;
4. DROSTE, M. (2006). Bauhaus. London: Tachen;
5. FRAGOSO, M. (2012). Design gráfico em Portugal - Formas e Expressões da cultura visual do séc. XX, Livros Horizonte.

### Teaching and learning methods

Diversified readings and visualizations on the area of product design. Case study analysis, practical exploration lessons and ground-based discoveries to the academic and business community. Practical work, technical reports and presentation / discussion of projects.

### Assessment methods

1. CONTINUOUS EVALUATION - (Regular, Student Worker) (Final)
  - Projects - 60%
  - Reports and Guides - 30%
  - Presentations - 10%
2. EXAM EVALUATION - (Regular, Student Worker) (Supplementary, Special)
  - Projects - 60% (nº 4 art. 7 Frequency and Evaluation Regulations - Classification obtained in Continuous Assessment)
  - Practical Work - 40% (Theoretical practical work proposal with the respective technical report and oral presentation.)

### Language of instruction

Portuguese, with additional English support for foreign students.

## Electronic validation

Jacinta Helena Alves Lourenço Casimiro da Costa	Helena Maria Lopes Pires Genésio	António José Santos Meireles	Carlos Manuel Costa Teixeira
19-02-2024	20-02-2024	21-02-2024	25-02-2024