

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