

Course Unit	Product Design I			Field of study	Design		
Bachelor in	Art and Design - Minor in Design			School	School of Education		
Academic Year	2022/2023	Year of study	2	Level	1-2	ECTS credits	5.0
Туре	Semestral	Semester	1	Code	9898-662-2102-00-22		
Workload (hours)	135	Contact hours			C - S - solving, project or laboratory; TC -	E - OT Fieldwork; S - Seminar; E - Places	16 O -

Name(s) of lecturer(s)

Jacinta Helena Alves Lourenço Casimiro da Costa, Teresa Maria Silva Tavares

Learning outcomes and competences

- At the end of the course unit the learner is expected to be able to: 1. Know and apply practices, languages and methods of design; 2. Know and to apply methodologies and techniques of support to the creativity and development of ideas; ٦

- Choose management and creative strategies for teamwork;
 Working with multidisciplinary teams;
 Identify the stages of the development of a product;
 Plan the development of a project through the implementation of design methodologies; 5. 6.
- 7. Master the process of designing, implementing and communicating a product.

Prerequisites

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

Course contents

1. Design domains; 2. Product design; 3. Project methodology; 4. Sciences and techniques auxiliary of design methodology; 5. Creativity; 6. Co-creation; 7. Design and concepts.

Course contents (extended version)

- 1. Design domains.
- 2. Product design:
 - Product Design Today Emerging Paradigms;
 Creative process and operational concepts;
 - Sustainability;

 - Innovation;
 Case Study

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- 3. Project methodology:
- Designer;
 Development of the methodology phases;
 Alternative methodologies;
 Sciences and techniques auxiliary of design methodology:
- Ergonomics;
- Anthropometry;
- 5. Creativity:
- The creative process as a project;
 Theoretical contextualization of creativity;
 Development of creativity Techniques of creativity.
 Co-creation:
- Management strategies and co creation for teamwork;
- 7. Design and concepts:
 Briefing;
 Definition of the problem;

 - Phasing and organization of the project;
 Methodology;
 Development of concepts and ideas;
 Analytical matrices;

 - Selection and justification of work proposals;
 Constructive refinement.

Recommended reading

- BÜRDEK, B. (2006). História, Teoria e Prática do Design de Produtos. Tradução Freddy Van, Camp. São Paulo: Edgard Blücher;
 FUAD-LUKE, A. (2009). Making Futures: The crafts in the context of emerging global sustainability agenda, Plymouth College of Art;
 RAMAKERS, R. & BAKKER, G. (1998). Droog Design, Vitgeverij 010; 0 edition;
 TSCHIMMEL, K. C. (2010). Sapiens e demens no pensamento criativo do design. Tese de Doutoramento em Design: Universidade de Aveiro, Departamento de Computação e Arterio Comminação e Arte; 5. ULRICH K. & EPPINGER S. (2003). Product Design and Development - McGraw-Hill, Singapura.

Teaching and learning methods

The UC is organized in theoretical lectures of an expository nature, using audiovisual information and support texts, encouraging the debate and individual research and practical work proposals in the area of product design, establishing a direct relationship with the applicability of the contents the acquisition of skills in practical areas

Assessment methods

- 1. CONTINUOUS EVALUATION (Regular, Student Worker) (Final)
 - Projects 60% Reports and Guides 30%
 - Presentations 10%

Assessment methods

- 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, Teresa Maria Silva Tavares	Helena Maria Lopes Pires Genésio	António José Santos Meireles	Carlos Manuel Costa Teixeira	
02-01-2023	03-01-2023	23-01-2023	29-01-2023	