

Course Unit	Design Research		Field of study	Design	
Bachelor in	Art and Design - Minor in Design		School	School of Education	
Academic Year	2023/2024	Year of study	3	Level	1-3
Type	Semestral	Semester	1	Code	9898-662-3102-00-23
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. Understand different research models and methodological proposals in the field of Design;
2. It dominates the capacity of problematization, exploration, data collection and analysis;
3. Investigates guided by the work of analysis and critical reflection of the conclusions;
4. Master skills of presentation of design conclusions.

Prerequisites

Before the course unit the learner is expected to be able to:
No prerequisite required.

Course contents

1. Research; 2. Quantitative and qualitative research; 3. Research methodology; 4. Structure and writing of the research work; 5. Design research project

Course contents (extended version)

1. RESEARCH
 - Problem identification; Exploration; Formulation of hypotheses; Measuring scales;
 - Research assumptions; Investigation report; Method; Evaluation.
2. QUANTITATIVE AND QUALITATIVE RESEARCH
3. RESEARCH METHODOLOGY
 - Problem definition; Literature review; Planning the resolution process;
 - Work plan/schedule. Data collection methods; collect
 - Organization and presentation of data; Analysis and interpretation of data.
4. ESTRUTURA TEÓRICA DO TRABALHO DE INVESTIGAÇÃO:
 - Scientific writing standards
5. DESIGN RESEARCH PROJECT
 - Practices for the presentation of research projects.

Recommended reading

1. AMBROSE, Gavin; HARRIS, Paul (2009) Design Thinking, AVA Publishing SA;
2. CROUCH, Christopher (2012) Doing Research in design. Berg Publishers. London;
3. LUPTON, Ellen (2011) Graphic Design Thinking: Beyond Brainstorming, Princeton Architectural Press;
4. MURATOVSKI, Gjoko (2015) Research for Designers. Sage Publications. London;
5. NOBLE, Ian; RUSSEL Bestley (2005) Visual Research: An introduction to research methodologies in graphic design, AVA Publishing SA.

Teaching and learning methods

1 - Exposure of theoretical contents; 2 - Launch of proposals of theoretical, individual and / or group work; 3 - Follow up and criticism on the development of the works; 4 - Analysis and public discussion on the final result of the theoretical papers presented;

Assessment methods

1. CONTINUOUS EVALUATION - (Regular, Student Worker) (Final)
 - Practical Work - 80%
 - Work Discussion - 20%
2. EXAM EVALUATION - (Regular, Student Worker) (Supplementary, Special)
 - Final Written Exam - 40%
 - Practical Work - 60% (Nº. 4 art. 7 of the Freq. and Eval. Regulations. Classification obtained in continuous evaluation.)

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