

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	ECTS credits	5.0
Workload (hours)		135	Contact hours	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