

Course Unit	Design Laboratory	Field of study	-
Bachelor in	Arts Recreation and Production	School	School of Education
Academic Year	2025/2026	Year of study	1
Type	Semestral	Semester	2
Level	1-1	ECTS credits	5.0
Code	9933-822-1202-00-25		
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 design and its historical context;
2. Identify the design intervention areas;
3. Understand the principles of design as a project and methodological activity;
4. Apply design practices, languages and methods;
5. Design area procedures and research experimental development;

Prerequisites

Before the course unit the learner is expected to be able to:
Without prerequisites

Course contents

1. The design dimension; 2. Methods and practices; 3. Projects - Applied practice.

Course contents (extended version)

1. The design dimension
 - Design notion(s);
 - Definition and classification;
 - Design as a reflection of world historical evolution;
 - Design movements, trends and schools;
 - The design in the present;
 - Expertise areas;
 - Design auxiliary disciplines;
2. Methods and practices
 - Project culture;
 - Design methodology.
 - Project methods
 - Project creative process;
 - Management and co-creation strategies for teamwork
 - Case Study
3. Projects - Applied practice
 - Explore the environment as a creative process;
 - Plan, organize and carry out design projects;
 - Case Study;
 - Presentation and projects communication.

Recommended reading

1. Hinte, E. V. (1997). Eternally yours Time in design. Product value sustenance - 010 Publishers, Rotterdam;
2. Lidwell, W. ; Holden, K. ; Butler, J. (2010). Princípios Universais do Design. Ed. Bookman. ISBN: 978-857-780-738-3;
3. Lorenz, C. (1991). A Dimensão do Design. Lisboa, Centro Português de Design;
4. McDonough W. & Braungart, M. (2002). Cradle to cradle: remaking the way we make things. North Point Press;
5. Mozota, B. B. (2003), Design Management: using design to build brand value and corporate innovation, New York: Allworth Press.

Teaching and learning methods

The course unit follows a theoretical-practical approach, with lectures using audiovisual resources and support texts, fostering debate and individual research. The practical component includes formative and summative projects, linking theory to applied skills. In non-contact hours, students develop their work autonomously. Assessment is continuous and includes self and peer evaluation.

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. 7º Frequency and Evaluation Regulation - Classification of the Continuous Evaluation))
 - Practical Work - 40% ((Theoretical and practical test covering the subject contents))

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Jacinta Helena Alves Lourenço Casimiro da Costa	Jacinta Helena Alves Lourenço Casimiro da Costa	António José Santos Meireles	Carlos Manuel Costa Teixeira
05-02-2026	05-02-2026	16-03-2026	17-03-2026