



COURSE SYLLABUS

Design FOR

Designa FÖR

30,0 Credits

30,0 Högskolepoäng

Code: MDE107

Finalized by: Prefekt, 2022-05-04

Valid from Spring semester 2023 (2023-01-16)

Level within study regulation: Second cycle

Subject group: DE1 Design

Disciplinary domain: DE Design 100%

Division into course components

Module 1: Re-Imagine, 6 credits

Module 2: Search & Re-Search, 6 credits

Module 3: Relations, 4,5 credits

Module 4: Co-Laborations, 13,5 credits

Main course content

Module 1: Re-Imagine, 6 credits

Alternative scenarios are explored where the students experiment and question the aesthetics and perception of artefacts, products, and/or brands. Students are introduced to techniques, methods, software that can be used for communicating ideas and values.

Module 2: Search-Re-Search, 6 credits

In this module students explore topics through specific research projects. Through design, they work on theme-based topics, exploring psychological, social, and environmental implications of the theme.

Module 3: Relations 4,5 credits

Students are introduced to companies and organizations acting in different fields of society and in different business areas. In this module, the research on sustainability is further discussed in relation to the different actors. The student works towards a company or an organization and starts to address their sustainability challenges and possibilities by applying design methods.

Module 4: Co-Laborations 13,5 credits

With the work initiated in the previous module “Relations”, the student designs proposals together with or towards a chosen external actor. In dialog with the actor, students conceive a product proposal, reflecting on how it enables services and systems through a relational view.

Intended learning outcomes

Module 1: Re-Imagine, 6 credits

After completing this module, the student shall:

- demonstrate the ability to create and execute their own ideas with their own personal expression, to identify, formulate and solve artistic and creative problems autonomously, within predetermined timeframes,
- demonstrate an articulated ability to communicate issues, by making and formgiving, through the expression of two- and three-dimensional artefacts,
- demonstrate the ability to make assessments in the main field of study with insight into the role of art in society, informed by relevant artistic, social, and ethical issues.

Module 2: Search-Re-Search, 6 credits

After completing this module, the student shall:

- demonstrate familiarity with methods and processes for dealing with complex phenomena, issues, and situations in the field,
- demonstrate the ability to identify the need for further knowledge and take responsibility for their ongoing learning,
- show ability to understand and apply methods for design-driven research,
- show ability to analyse and critically reflect on art and design’s role and consequences in a socially and ecologically aware manner.

Module 3: Relations, 4,5 credits

After completing this module, the student shall:

- demonstrate ability to evaluate and explore design’s potential as a participatory force in societal and ecological processes,
- carry out design work in a structured and methodical way in collaboration with other competencies.

Module 4: Co-Laborations 13,5 credits

After completing this module, the student shall:

- demonstrate basic competence and knowledge required to work autonomously in a professional capacity,

- demonstrate ability to propose possibilities for sustainable development through design-driven explorations,
- show ability to formulate and shape design proposals from a holistic perspective, in relation to different contexts, situations and stakeholders,
- demonstrate skill in designing proposals where products, services and systems are interrelated,
- carry out design work in a structured and methodical way in collaboration with other competencies,
- show ability to reflect on the skills and knowledge required to work in a professional environment independently and in cooperation,
- analyse and critically reflect on design's role and consequences.

Entry requirements

Bachelor's degree worth 180 credits in design, or equivalent knowledge in the area. In addition, the student is required to have an approved grade in English 6 or English B, or equivalent knowledge.

Grading scale

The course uses the grading scale Fail (U) or Pass (G).

Forms of examination

Written, oral and visual (including physical models or prototypes) presentations. Tutoring and joint discussions. Presentations in all parts of the course.

The examiner is responsible for providing the grading criteria for the examination, and for these to be published on the intranet.

Students who receive the grade Fail (underkänd) in an examination are entitled to take a further five

tests as long as the course is given, in order to achieve the grade Pass (godkänd). Students who fail an examination twice by an examiner are entitled to request that another examiner is appointed to decide grades for the test. A request should be made to the Head of Department.

Reading list and other study material

Reading lists are presented in the module descriptions.

Additional information

The department is responsible for other essential information, such as detailed teaching methods and grading criteria, to be available for students before the start of the course.

This course may not be credited towards a degree together with similar courses taken and passed, where the content is completely or partly the same as the content of this course.

Students may request that examination according to this syllabus is conducted no more than twice during one two-year period after it has expired.

The course is a mandatory part of the master program Design Ecologies.

To be able to continue to study the second year of the program, the student is required to have at least 45 credits from the first year.

The course is taught in English.