



UNSW
SYDNEY

Australia's
Global
University

Built Environment

IDES1211
Design Studio 1A



Course Outline – Term 1, 2020

Disclaimer

Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

1. COURSE STAFF

Course Contact	Gonzalo Portaz
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2. COURSE DETAILS

Credit Points	6 units of credit (uoc)
Workload	Approx. 150 hours including class contact hours, weekly individual and group online learning activities, readings, class preparation, and assessment activities.
Teaching Times and Location	Find details in timetable http://www.timetable.unsw.edu.au

Description

This studio-based course introduces students to the fundamentals of two-dimensional and three-dimensional design, from an industrial design discipline perspective. Studies will include: understanding the basic elements of two and three-dimensional design, and the development of analytic and communication skills necessary for understanding 2D and 3D design. It will examine the development of the creative processes concerned with the exploration and manipulation of the elements of design

Aims

This studio course aims to equip students with the understanding that the worth of a design is related to the quality of the idea(s) it is based upon; that high-quality ideas are the governing principle of good design.

Students will develop an understanding of the need to thoroughly explore multiple possibilities for each design problem and will learn skills to formulate and articulate sound ideas as guiding principles in all design activities.

The course will enable students to understand and analyse the basic design elements and principles and develop the communication skills necessary for their manipulation.

Course Learning Outcomes (CLOs)

At the successful completion of this course, you will be able to:

1. Demonstrate design literacy through an understanding of design principles and elements.
2. Demonstrate a basic understanding of industrial design processes and methods
3. Communicate an idea using two dimensional and three dimensional techniques.
4. Demonstrate competency in basic model making techniques

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
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1. Project 1 Patterns	50%	1, 2, 3, 4
2. Project 2 Colour	30%	1, 2, 3, 4
3. Model making	15%	4
4. Visual Diary Submission	5%	3

4. COURSE IMPROVEMENT AND FEEDBACK

Feedback from students is an integral part of improving courses and teaching approaches. One of the primary mechanisms of feedback is myExperience, which we strongly urge all students to complete at the end of term. Course convenors use the feedback to make ongoing improvements to the course. This is communicated in Moodle in the myFeedback Matters page.