



**UNSW**  
SYDNEY

Australia's  
Global  
University

# Built Environment

IDES3322

Design Studio 3B



Course Outline – Term 2, 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

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## 2. COURSE DETAILS

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

## Description

IDES3321 focuses on applying and synthesising knowledge gained from previous courses to prepare students for industry practice and working on projects that consider commercial requirements and constraints. This studio course will highlight the necessity for a refined design process within a commercial framework. Projects allow students to gain further experience in applying research and design methodologies to produce outcomes that address technical and manufacturing constraints while at the same time prioritising social, consumer and market needs. Each undertaking has a strong emphasis on innovation, technical resolution and high-level design documentation to a professional standard. A rigorous and responsible approach to product design is fostered by addressing real-world consumer, environmental, social, commercial, technological and manufacturing needs.

## Aims

The aim of this course is to provide a greater understanding of the complex relationships between technical, social, aesthetic and commercial priorities of industrial design projects.

## Course Learning Outcomes (CLOs)

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

1. Independently manage a product design process from research to design and show coherent connections between knowledge and process
2. Demonstrate synthesis of socio-cultural and technical understanding in the completion of a design project of moderate complexity
3. Communicate, in written and visual media, the process of design, design exploration and the rationale for choices made
4. Describe a proposed final design with a level of detail and specifications suitable for transfer to production

### 3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Project 1: Analogue	20%	3
2. Project 2: Student learning spaces (group work)	30%	1, 2, 3, 4
3. Project 3: IoT product	50%	1, 2, 3, 4

### 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.