

## COURSE CONTENT

<b>Course Code</b>	DR2002
<b>Course Title</b>	Emerging Product Design Practices
<b>Pre-requisites</b>	NIL
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 hours studio contact

### **Course Aims**

In this intermediate level course, you will be introduced to unique and topical issues in product design. You will explore one or more issues, conduct analysis and exploration, and produce designs that address a specific aspect that you have identified. This course builds upon the learning of other courses as it prepares the way for creating unique product designs.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Describe methods for developing designs for a given product design topic.
2. Develop a range of techniques and processes for developing designs for a given product design topic.
3. Apply techniques and processes to create prototypes for a given product design topic.
4. Describe your design development and projects in a clear and cohesive manner using visual presentations and virtual or physical objects.
5. Contribute constructively to discussion and critique on the context, issues, and techniques of the given product design topic employed in your own work and the work of your peers.

### **Course Content**

In this course you will be required to respond to any one of a broad range of issues in product design. The topics may range from historical to contemporary and are selected for their relevance to product design. The topic and exploration you will experience in this course is independent and represents a unique opportunity to explore an area not commonly covered.

At the beginning of the course you will be presented with the product design topic. This topic will describe the context, issues, technical area to be explored, and the form that your final work may take. Example topic areas include (but are not limited to) bio-design, furniture design, generative design, interaction design, mobility/ transportation design, service design, spatial design, sustainable design, user experience design, user interface design, wearable design... or any form that allows experimentation and exploration in the general area of product design.

You will develop a unique research pathway as you explore the context, processes and techniques to allow you to create original designs to the requirements of the specified topic. You will explore a range of idea development and research methods to support your design process that may include traditional approaches as well as contemporary and experimental approaches.

Finally, you will present your design, describing your analysis, strategy, process, and your proposed design solution.

Class activities, discussions and critique will contribute towards continuous assessment.