

Studio 1

Programme course

12 credits

Studio 1

TMKA08

Valid from: 2017 Spring semester

Determined by
Board of Studies for Mechanical
Engineering and Design

Date determined
2017-01-25

Main field of study

Design

Course level

Second cycle

Advancement level

A1X

Course offered for

- Design, Master's Programme

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Admission to the master programme in Design

Intended learning outcomes

The main objective is for students to develop their inter-disciplinary design skills. After the completed course the student shall be able to

- Articulate the contributions of diverse design disciplines to solving wicked problems,
- Identify different historical and current design approaches to tackling the specific challenge of the studio, and articulate the differences with regard to underlying philosophy and implications,
- Identify and articulate the systems perspective on products/goods
- Integrate, apply and reflect on design track skills in relationship to the challenge area
- Identify which aspects of a design (process) are most worthy of external communication, and implement this in an exhibition setting,
- Demonstrate the ability to identify the personal need for further knowledge and take responsibility for his or her ongoing learning,
- Articulate how their design skills have both deepened and widened, explicitly including in relation to design as a crafts-based approach.

Course content

Students will engage with wicked problem that presents design challenges on the level of systems, services, interactions and tangible objects. Examples of such challenges could be the prevention of food waste or facilitating actual repair of products.

Teaching and working methods

The course will be studio based. Students will work both in teams and individually. The challenge will call for multiple designs, ranging from low-tech tangible objects designed and manufactured in the crafts tradition, to digital services and systems and their touch points. Final results will be jointly exhibited. Supervision and coaching will be done by designers as well as challenge experts.

Examination

UPG4	Assignment: Models and prototypes	2 credits	U, 3, 4, 5
UPG3	Reflection document	1 credits	U, G
UPG2	Oral presentation	2 credits	U, G
UPG1	Case report	2 credits	U, G
PRA1	Design assignment	5 credits	U, 3, 4, 5

The final grade is computed from the assignment grades, weighted according to their hp sizes

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för ekonomisk och industriell utveckling

Director of Studies or equivalent

Peter Hallberg

Examiner

Renee Wever

Course website and other links

Education components

Preliminary scheduled hours: 0 h

Recommended self-study hours: 320 h

Course literature

Scientific literature, reports, catalogues and books related to the specific challenge.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.