

# Studio 3

Programme course

12 credits

Studio 3

TNM105

Valid from: 2019 Spring semester

**Determined by**  
Board of Studies for Mechanical  
Engineering and Design

**Date determined**  
2018-08-31

## Main field of study

Design

## Course level

Second cycle

## Advancement level

A1X

## Course offered for

- Master's Programme in Design

## Prerequisites

Studio1 and Studio 2

## Intended learning outcomes

The main objective is for students to develop their interdisciplinary design skills in sociotechnical contexts. After the completed course the student shall be able to

- Articulate the contributions of diverse design disciplines to sociotechnical design,
- 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 design strategies for sociotechnical intervention,
- 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, particularly concerning design on sociotechnical levels.

## Course content

Students will engage with sociotechnical situations presenting design challenges on the level of social organization and communication. Examples of such challenges could be the theme of civility.

## 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 physical objects to sociotechnical interventions. Final results will be jointly exhibited. Supervision and coaching will be done by faculty, professional designers and challenge domain experts.

## Examination

UPG6	Making room for design	2 credits	U, G
UPG5	Knowledge of the challenge area	2 credits	U, G
UPG4	Integrating design skills	2.5 credits	U, 3, 4, 5
UPG3	Applying design track skills	2.5 credits	U, 3, 4, 5
UPG2	Confidence and communication	2 credits	U, G
UPG1	Inter-professional reflection	1 credits	U, G

## Grades

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

## Course literature

Scientific literature, reports, catalogues, books and other information resources related to the sociotechnical design and the domain of the specific challenge.

## Department

Institutionen för teknik och naturvetenskap

## Director of Studies or equivalent

Camilla Forsell

## Examiner

Stefan Holmlid

## Education components

Preliminary scheduled hours: 0 h

Recommended self-study hours: 320 h