

DS221 课程大纲

- 1、2023 春季学期 (2-6 页码)
- 2、2024 春季学期起 (7-11 页码)

课程详述

COURSE SPECIFICATION

以下课程信息可能根据实际授课需要或在课程检讨之后产生变动。如对课程有任何疑问，请联系授课教师。

The course information as follows may be subject to change, either during the session because of unforeseen circumstances, or following review of the course at the end of the session. Queries about the course should be directed to the course instructor.

1. 课程名称 Course Title	个人系统设计：实体 Personal System: Object
2. 授课院系 Originating Department	创新创意设计学院 School of Design
3. 课程编号 Course Code	DS221
4. 课程学分 Credit Value	3
5. 课程类别 Course Type	专业选修课 Major Elective Course
6. 授课学期 Semester	春季 Spring
7. 授课语言 Teaching Language	英文 English
8. 授课教师、所属学系、联系方式 (如属团队授课，请列明其他授课教师) Instructor(s), Affiliation & Contact (For team teaching, please list all instructors)	Wiebe BAKKER, Visiting Associate, Professor, School of Design wbakker@sustech.edu.cn

9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
10.	选课人数限额(可不填) Maximum Enrolment (Optional)					
11.	授课方式 Delivery Method	讲授 Lectures	习题/辅导/讨论 Tutorials	实验/实习 Lab/Practical	其它(请具体注明) Other (Please specify)	总学时 Total
	学时数 Credit Hours	32		32		64
12.	先修课程、其它学习要求 Pre-requisites or Other Academic Requirements	无 N/A				
13.	后续课程、其它学习规划 Courses for which this course is a pre-requisite	无 N/A				
14.	其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

教学大纲及教学日历 SYLLABUS

15. 教学目标 Course Objectives

学生将仔细挖掘在日常生活和行动中的设计机会，为自己而设计。学生将在个人生活中发现机会，并进行基于实体对象的设计干预，从而改善生活。本课程让学生拓展概念和技能，并将其转化成适合自己的实体，在学习过程中学生将依次经历产品规格制定、设计开发、以及产品评估的过程。课程可能包括实地考察或课外活动。

技能:反思性思维, 产品概要制定, 产品评估

Designing for themselves, the students will investigate in detail the design opportunities in daily life and actions. Students will find opportunities in their personal life for an object-based design intervention that improves life. The class will engage students in developing concepts and skills into objects for their own world, progressing from outline specification through design development to product evaluation. The course may include field trips or activities outside classroom.

Skills: reflective thinking, brief development, product evaluation

16. 预达学习成果 Learning Outcomes

顺利完成本课程后，学生将能够：

- 识别日常生活中的设计机会并将其转化为设计概要
- 为自己的日常生活进行实体设计和评估
- 在项目的开发和展示过程中表现出反思性思维

Upon the successful completion of this course, students will be able to:

- Identify design opportunities in daily life and transform them into a briefing
- Develop and evaluate object designs for their daily life
- Demonstrate reflective thinking in the development and presentation of their project

17. 课程内容及教学日历（如授课语言以英文为主，则课程内容介绍可以用英文；如团队教学或模块教学，教学日历须注明主讲人）

Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)

<u>Week</u>	<u>Content</u>
1	Lecture (4 hrs): Introduction to design opportunities in daily life Practice (4 hrs): Problem finding & opportunity seeking
	Lecture (4 hrs): Introduction to project design skills Practice (4 hrs): Project design skills exercises and review
2	Lecture (4 hrs): Project design skills exercises and review Practice (4 hrs): Concept development
	Lecture (4 hrs): Technical construction for project objects Practice (4 hrs): Concept development
3	Lecture (4 hrs): Interim review Practice (4 hrs): Concept development
	Lecture (4 hrs): Tutorial design presentation Practice (4 hrs): Concept development for design sites

4	Lecture (4 hrs): Tutorial and preparation for final presentation Practice (4 hrs): Development of poster presentation
	Lecture (4 hrs): Course evaluation Practice (4 hrs): Final presentation

18. 教材及其它参考资料 Textbook and Supplementary Readings

A. Van Boeijen, J. Daalhuizen et al, Delft Design Guide (revised edition): Perspectives - Models - Approaches - Methods, (revised edition), BIS Publishers 2020

L. Lidwell, K. Holden et al, Universal Principles of Design, (revised and updated), Rockport Publishers 2010

E. Lupton, Thinking with Type, (2nd revised and expanded edition), Princeton Architectural Press, 2010

课程评估 ASSESSMENT

19. 评估形式 Type Assessment	评估时间 of Time	占考试总成绩百分比 % of final score	违纪处罚 Penalty	备注 Notes
出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课程项目 Projects				
平时作业 Assignments				
期中考试 Mid-Term Test				
期末考试 Final Exam				
期末报告 Final Presentation				
其它（可根据需要 改写以上评估方式） Portfolio		90%		

20. 记分方式 GRADING SYSTEM

<input checked="" type="checkbox"/> A. 十三级等级制 Letter Grading <input type="checkbox"/> B. 二级记分制（通过/不通过） Pass/Fail Grading

课程审批 REVIEW AND APPROVAL

21. 本课程设置已经过以下责任人/委员会审议通过

This Course has been approved by the following person or committee of authority

Professor Tom Kvan Dean, School of Design
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9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
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	学时数 Credit Hours	32		32		64
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14.	其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

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技能:反思性思维, 产品概要制定, 产品评估

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Skills: reflective thinking, brief development, product evaluation

本课程有安排实地考察和与外部公司合作的可能性。届时课程内容和活动安排将会调整。 This course will include field trips and collaborations with external companies depending on availability. Lecture and activity schedules are indicative and may be adjusted.

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Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)

<u>Week</u>	<u>Content</u>
1	Orientation
2	Design research 1 (User research: Understanding stakeholders, system, etc.)
3	Design research 2 (User research: Understanding users, finding insights, etc.)
4	Design concept development (Persona, Customer Journey Map, etc.)
5	Presentation: user research
6	Tutorial: problem definition
7	Presentation: topic based on the problem definition
8	Tutorial: design brief
9	Interim review for final presentation: sharing problem definition, initial design concepts, and ideas. (design brief)
10	Tutorial: concept generation
11	Presentation: design concept
12	Tutorial: concept polishing
13	Presentation: draft of final presentation
14	Tutorial: finalizing
15	Final presentation
16	Submitting final deliverables and discussion

18. 教材及其它参考资料 Textbook and Supplementary Readings

- Hanington, Bruce, and Bella Martin. Universal methods of design expanded and revised: 125 Ways to research complex problems, develop innovative ideas, and design effective solutions. Rockport publishers, 2019.
- Abrams, Bill, and American Marketing Association. "The observational research handbook: Understanding how consumers live with your product." (2000).
- Norman, Donald. "User centered system design." *New perspectives on human-computer interaction* (1986).
- Carroll, John M. *Making use: scenario-based design of human-computer interactions*. MIT press, 2003.
- Kumar, Vijay. *101 design methods: A structured approach for driving innovation in your organization*. John Wiley & Sons, 2012.

课程评估 ASSESSMENT

19. 评估形式 Type Assessment	评估时间 of Time	占考试总成绩百分比 % of final score	违纪处罚 Penalty	备注 Notes
出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课程项目 Projects				
平时作业 Assignments		70%		
期中考试 Mid-Term Test				
期末考试 Final Exam		20%		
期末报告 Final Presentation				
其它 (可根据需要 改写以上评估方式) Portfolio				

20. 记分方式 GRADING SYSTEM

- A. 十三级等级制 Letter Grading
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