

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:			
Type:	Basic Training	ECTS credits:	6
Year:	1	Code:	1510
Teaching period:	First semester		
Area:	Anthropology		
Module:	Historical-Critical Disciplines		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

Applied Philosophy is a course that provides students with basic contents so they can fully benefit from all the other courses in the degree. It is therefore intended to accompany students in the discovery of their vocation as designers. This involves understanding the mission of the university and of the university student and acquiring a series of attitudes, skills and abilities for work and intellectual and creative leadership (capacity for analysis and synthesis, for critical discussion and debate, for teamwork, and for rigorous, broad, deep, relational and critical thought, etc.).

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

To instil in students the ability to work in a team, working independently while supporting a global project, defining responsibilities and cooperating with other professions and trades in the pursuit of a common goal.

To teach students to give explanations, arguments and defence for their projects at university level and in a professional setting when dealing with customers or other design professionals.

To nurture and develop an intellectually curious professional capable of avoiding plain thought and aspiring to improve modern culture by conveying values founded on the search for the truth, good and beauty.

Specific skills

To develop the ability to communicate and make oneself understood, both orally and in writing (preparing a brief, defending proposals, drafting reports, viewing information, etc.).

To master presentation and exemplification techniques.

To gain a critical understanding of the evolution of aesthetic, historical, material, economic and conceptual values.

To acquire an ability for analytical (self-)reflection and (self-)criticism in creative work.

To adopt an attitude of curiosity above and beyond practical first perceptions.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
60 hours	90 hours