

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	DESIGN PROJECTS I		
Type:	Compulsory	ECTS credits:	6
Year:	2	Code:	1523
Teaching period:	Third semester		
Area:	Creativity		
Module:	Methodology for Design Projects		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

## SUBJECT DESCRIPTION

The Design Projects I course introduces students to some of the main fields or specialities of what we currently understand by Design, and while it is an introductory or presentation course, it also trains students to start feeling their way as designers in these specialities (graphic, fashion, interior, industrial, etc.) Together with other courses such as Applied Technologies, designers are therefore trained not only to specialise, but also to have as complete a knowledge as is possible in dealing with all the tasks associated with design.

## 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 develop students' creative capacity based on firm theoretical and practical foundations allowing them to raise, solve and present design problems in a unique, original manner.

To form designers capable of working in the experimental field, using basic aesthetic tools, such as drawing and colour treatment, along with the latest technological tools applied to graphic design, audio-visual design, space design and other techniques specific to this field.

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 provide students with a broad overview of the world of design through a familiarity with all its different disciplines, thereby taking full advantage of the synergies and creative resources shared by various professionals in this field.

To train students to work as independent, self-sufficient professionals on design projects.

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 gain a basic understanding of the research methodology of sources, analysis, interpretation and synthesis.

To clearly set out, orally and in writing, complex artistic problems and projects.

To develop the capacity for independent work.

To have the ability to work well in a team.

To be familiar with the norms of procedure stemming from copyright and property rights.

To gain a critical understanding of the pre-formative dimension and social impact of design.

To develop an ability to cooperate in conjunction with other design disciplines.

To cooperate with other professions, in particular, with professionals from other disciplines.

To develop interpersonal skills and awareness of one's own resources and capabilities.

## **DISTRIBUTION OF WORK TIME**

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