

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	INDUSTRIAL DESIGN		
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	1531
Teaching period:	Fifth semester		
Area:	Industrial		
Module:	Areas of Creation		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

The Industrial Design course is designed to acquaint students with the discipline of industrial design and a basic knowledge of the processes of product development. It features an overview of the process from the initial idea to the final creation of the innovative product that is manufacturable on account of its material, shape, ecological sustainability and economic feasibility. This course allows students to consider and solve design problems, acquiring basic methods and tools for product development and being able to communicate these ideas in a final presentation.

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 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 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.

Specific skills

To be familiar with the foundations of descriptive geometry.

To acquire a basic knowledge of construction and material technology, and to acquire production techniques.

To develop the capacity for independent work.

To raise and solve design problems.

To master basic design and its principles.

DISTRIBUTION OF WORK TIME

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