Teaching guide

IDENTIFICATION DETAILS

Degree:	Design
Field of Knowledge:	Arts and Humanities
Faculty/School:	Communication Science
Course:	WORK PLACEMENTS I
Type:	Curricular Internships
ECTS credits:	6
Year:	3
Code:	1537
Teaching period:	Sixth semester
Area:	Business
Module:	Human and social sciences
Teaching type:	Classroom-based
Language:	Spanish
Total number of student study hours:	150

SUBJECT DESCRIPTION

Students apply the knowledge they have acquired up to the third year at work and experience the responsibility of successfully fulfilling professional tasks. They take part in specific tasks in one of the companies proposed by the university from its list of work placements, and gain valuable experience for their future as professional designers.

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 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 instil in students the necessity and responsibility to apply the methods of usability while at the same time adhering to all legal and environmental regulations during the products and messages' design and manufacturing processes.

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 business principles and professional ethics.

To acquire the ability to communicate effectively.

To develop the capacity for independent work.

To have the ability to work well in a team.

To develop the ability for personal initiative and self-motivation.

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 have acquired the spirit needed for self-employment and job creation.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
2 hours	148 hours