

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	SCENIC DESIGN		
Type:	Compulsory	ECTS credits:	6
Year:	4	Code:	1539
Teaching period:	Seventh semester		
Area:	Spatial		
Module:	Areas of Creation		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

On the Stage Design course students undertake three different exercises addressed to developing different skills and performing different types of projects, thus expanding their professional openings. It therefore entails one project involving purely Stage Design, another of interior design and a final project, complementary to the last, in which students explore some specific aspect of 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 train students to work as independent, self-sufficient professionals on design projects.

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 design and make models and prototypes.

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

To acquire an ability to decide on criteria for construction, the correct choice of materials and production systems.

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

To have the ability to work well in a team.

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

DISTRIBUTION OF WORK TIME

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