

# Teaching guide

## IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	END-OF-DEGREE PROJECT		
Type:	Degree Project	ECTS credits:	6
Year:	4	Code:	1545
Teaching period:	Eighth semester		
Area:	Project implementation		
Module:	Methodology for Design Projects		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

## SUBJECT DESCRIPTION

End-of-degree Project in which students must demonstrate that they have assimilated all the skills acquired during the degree. STUDENTS MAY ONLY SIT THE EXAMINATION IF THEY HAVE PREVIOUSLY PASSED THE OTHER COURSES IN THE DESIGN DEGREE

## 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 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 acquire the ability to find and assess alternative design solutions.

To gain a basic understanding of cost management and work organisation techniques.

To solve problems, acquire design methods and design projects.

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

To acquire the ability to communicate effectively.

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

To develop the capacity for independent work.

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

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

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

To raise and solve design problems.

### **DISTRIBUTION OF WORK TIME**

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
25 hours	125 hours