

- > [Syllabus in lingua italiana](#)
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Syllabus Course description

Course title	Project PD – D1 making time
Course code	97109
Scientific sector	Module 1: ICAR/13 disegno industriale Module 2: ING-IND/16 tecnologie e sistemi di lavorazione Module 3: M-FIL/05 filosofia e teoria dei linguaggi
Degree	Bachelor in Design and Art (L-4)
Semester	I
Year	1st, 2nd or 3rd
Credits	22
Modular	Yes

Teaching language	Module 1: German Module 2: English Module 3: Italian
Total lecturing hours	180 (Module 1: 90, Module 2: 60, Module 3: 30)
Total hours of self-study and / or other individual educational activities	370 (Module 1: about 210, Module 2: about 65, Module 3: about 95)
Attendance	not compulsory but recommended
Prerequisites	<i>For students enrolled from 2012/13 onwards:</i> passed WUP courses (warm up project + descriptive geometry + methods and techniques of representation);
Course page	-

Project description and specific educational objectives	The course belongs to the class "caratterizzante" (module 1), "di base" (module 2) and "affine integrativa" (module 3) in the curriculum in Design. PROJECT DESCRIPTION <i>Course description module 1 – Product Design</i> <i>Making time - take your time and make time</i> Time - as a processual research and is a topic for the final
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	<p>product - is the guideline that accompanies us through the whole semester.</p> <p>There will be held 2 research trips: one roundtrip to visit local craftmen and one excursion to Veneto, where companies and production sites will be visited.</p> <p>The focus of the course is the experimentation with the material Cocoon. Everybody is familiar with the cocoon light from the 70s. A fascinating material that was used in the 50s as packing material and only in the 70s saw its revival in light design. How can we experiment with this intriguing material and make it contemporary? Can we construct time through cocoon?</p>
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Educational objectives Module 1 – Product Design:

- the acquisition of a design methodology in the field of product design
- the development of an independent and rigorous study pathway
- the acquisition of the essential basic knowledge to be able to carry out a project in the field of product design
- the acquisition of the basic knowledge concerning the cultural of design in all its aspects
- the acquisition of a design methodology in the field of product design from the initial idea phase to the final completion phase of the project
- the acquisition of the knowledge and understanding of:
 - ✓ design processes in the field of interior design
 - ✓ design processes for industrial products for mass consumption
 - ✓ design processes for the mechanical engineering industry
 - ✓ design processes for the visualization of virtual and physical scenarios
 - ✓ design processes for packaging
- the acquisition of the basic knowledge concerning the culture of design in all its aspects
- present at a professional level the own project
- communicate at a professional level and argue the reasons for the choice and justify them from a formal

	<p>and technical point of view</p> <p><i>Course description module 2 – Production Technologies and Systems:</i></p> <p>The course will deal with characteristic of the specific technology of production in relation to the diverse materials, taking into consideration the needs of the project that the student will have to develop. In parallel we will analyze contemporary production realities from industrial manufacturing, crafts, self-production and the use of digital fabrication technologies. These diverse production realities will be analyzed and compared in the attempt to present how the choice of a specific process influence the characteristic of the product itself. The frontal lessons will present diverse typologies of case studies. During the course we will also look into the future of sustainable manufacturing processes and the future of sustainable materials.</p> <p><i>Educational objectives module 2 – Production Technologies and Systems:</i></p> <ul style="list-style-type: none"> • The acquisition of the essential basic knowledge to be able to carry out a project in the field of product design. • Illustrating the characteristics of different materials and the appropriate technology and production system to use. • Test the understanding of the basic knowledge acquired in the technical and scientific subjects by requiring direct implementation of the theory studied into the undertaken project • The acquisition of the basic knowledge concerning the technical and scientific subjects. • Teach how the evolution of technologies throughout time is affecting design along all history. • Teach the characteristic of materials and production processes used for industrial products for mass consumption • Teach the characteristic of materials and production processes used for products in the digital craft industry. • Teach the characteristic of materials and production processes used for products in the craft industry. • Teach the characteristic of materials and
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	<ul style="list-style-type: none"> • production processes used for interior design • the acquisition of the basic knowledge concerning the culture of design in all its aspects <p><i>Course description module 3 – Theories and Languages of Product Design:</i></p> <p>The course aims to assure to students an adequate level of knowledge of methods and scientific contents relative to semiotics in their practical application to design, as ways of reasoning and awareness are concerned. These instruments will be acquired during frontal lectures and through collective discussion on the theme of the course (Time). Students will be encouraged to a personal research to deepen the argument and to work in team to analyze how temporality is inscribed in design objects and in the interaction between the object and the user. After a first, necessary landscape on how the theme of Time has been in the history of western philosophy and science, it will become clear the connection between the problem of time and the determination of the self. The intentional projection of the subject toward future will help to understand the centrality of the dimension of the project for a definition of subjectivity. Finally, an examination of the tie between time and meaning in a semiotic framework will allow an analysis of the way in which time is inscribed in the object of design and of the way in which it is temporally programmed to interact with the user.</p> <p><i>Educational objectives module 3 – Theories and Languages of Product Design:</i></p> <ul style="list-style-type: none"> • the acquisition of the essential basic knowledge to be able to carry out a project in the field of product design • the acquisition of the basic knowledge so as to be able to look critically at their own work and to deal with the complexities of contemporary society • the acquisition of the basic knowledge concerning the theoretical subjects (semiotics, philosophy of language). • the acquisition of the basic knowledge concerning the culture of design in all its aspects
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Module 1	Product Design
Lecturer	Harald Thaler office F1.06.a, e-mail Harald.Thaler@unibz.it, tel. +39 0471 015---, webpage http://www.unibz.it/en/
Scientific sector of the lecturer	-
Teaching language	German
Office hours	Tuesday, Wednesday
Teaching assistant (if any)	-
Office hours	-
List of topics covered	product design, industrial design, mass production, experimentation with different materials and techniques
Teaching format	frontal lectures in product design, labs, exercises, site visits - industrial companies and craft, one2one tutorials

Module 2	Production Technologies and Systems
Lecturer	Eugenia Morpurgo office F1.06.b, e-mail eugenia.morpurgo@unibz.it , tel. +39 0471 015---, webpage http://www.unibz.it/en/design-
Scientific sector of the lecturer	-
Teaching language	English
Office hours	To be agreed via e-mail.
Teaching assistant (if any)	-
Office hours	-
List of topics covered	Materials, technologies for industrial production and craft, self-production, digital fabrication
Teaching format	<i>Frontal lectures, exercises.</i>

Module 3	Theories and Languages of Product Design
Lecturer	Francesco Galofaro office F1.06.b, e-mail francesco.galofaro@unibz.it , tel. +39 0471 015---, webpage http://www.unibz.it/en/design
Scientific sector of the lecturer	M-FIL/05
Teaching language	Italian
Office hours	Wednesday, 11.00-12.30
Teaching assistant (if any)	-
Office hours	-
List of topics covered	<ul style="list-style-type: none"> - Time in the history of philosophy and science (landscape); - Role of Time in the constitution of subjectivity;

	<p>remembering the past and being projected to the future;</p> <ul style="list-style-type: none"> - Time as a condition of existence meant as project; - Temporal programming of the objects of design; - Time as a fundamental feature of the interaction between the object and the user;
Teaching format	Frontal lectures will be limited to an introduction of the categories and tools which are required for the analysis of the product and the way in which time is inscribed in it and in the interaction with the user. Collective discussion on the arguments of the course is foreseen too. Finally, students will work in team to realize a paper or a presentation, consisting of the analysis of a design object with reference to the theme of the course.

Learning outcomes	<p><i>Learning outcomes for module 1 – Product Design</i></p> <ul style="list-style-type: none"> • to have the ability to design, develop and implement a project in the field of product design • design, develop and implement a project in the field of product design • know how to analyze, design and develop interiors • know how to analyze, design and develop industrial projects for mass consumption • know how to analyze, design and develop projects for the mechanical engineering industry • know how to analyze, design and develop limited edition products in the craft industry • know how to analyze, design and develop packaging projects from a product design and graphical perspective • know how to analyze, design and develop projects concerning museums and exhibitions • knowledge of the technical and scientific aspects of interior design • knowledge of the technical and scientific aspects of the design of industrial products for mass consumption • knowledge of the technical and scientific aspects of the design in the mechanical engineering industry • knowledge of the technical and scientific aspects of the design of packaging • know how to carry out packaging projects from a product design and graphical perspective
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	<p>know how to produce visualizations of virtual and physical scenarios for interior and exhibition design</p> <ul style="list-style-type: none"> • present at a professional level their own projects realized in the field of product design, visual communication and / or visual arts in the form of an installation, both oral and written • communicate at a professional level and argue the reasons for their choices and justify them from a formal, technical point of view <p><i>Learning outcomes for Module 2 – Production Technologies and Systems:</i></p> <ul style="list-style-type: none"> • to have the ability to finalize the implementation of a project undertaken in the field of product design with the basic knowledge acquired in the technical and scientific subjects <p><i>Knowledge and understanding</i> Students will gain useful knowledge on the production processes related to the materials we will research.</p> <p><i>Applying knowledge and understanding</i> The students will be able to apply the principles they assimilated during the course developing their own project. They will be able to choose the most appropriate technologies and materials, also developing experimental solutions.</p> <p><i>Making judgments</i> The students will learn a methodology that will allow them to choose the most appropriate materials and systems of production for the future projects.</p> <p><i>Communication skills</i> The students will learn to present their own choices with an adequate language and justifying them adequately. Communicate at a professional level and argue the reasons for their choices and justify them from a formal, technical point of view</p> <p><i>Learning skills</i> The students will learn to evaluate specific problems and to propose adequate solutions also in different design contexts, not only exclusively related to the themes addressed during the course.</p>
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	<p><i>Learning outcomes for module 3 – Theories and Languages of Product Design:</i></p> <ul style="list-style-type: none"> ● to have the ability to finalize the implementation of a project undertaken in the field of product design with the basic knowledge acquired in the theoretical subjects ● to have the ability to grasp the main phenomena that characterize today's society and to know how to look at these critically, also from a social and ethical perspective, and to develop appropriate solutions in terms of the proposal / response of the project ● knowledge of the historical and theoretical foundations of design ● knowledge of the important sociological, semiotic and anthropological aspects ● know how to analyze (critically), define and contextualize their projects ● know how to apply methods of empirical research in the socio-cultural sciences ● know how to present critical and planning analysis orally ● know how to present written critical and planning analysis ● know how to apply the research methods and results in the project to the various areas of the project itself ● develop a good independent judgment, both in the critical evaluation of their work and in the ability to use the appropriate interpretive tools with respect to the contexts where they are going to apply their own design practice and / or to continue their studies, assessing also the social and ethical aspects ● communicate at a professional level and argue the reasons for their choices and justify them from a theoretical point of view
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Assessment	<p><i>Assessment details for module 1 – Product Design:</i></p> <p>The exam consists of 2 parts: /final presentation of the project /documentation of the final project</p> <p>The presentation is public. The student is asked to</p>
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	<p>present his/her project followed by questions in regards to his/her project as well as to general knowledge of the subject and design topics discussed.</p> <p><i>Assessment details for Module 2 – Production Technologies and Systems:</i></p> <p>Oral exam on the project and on the experimentations accomplished during the course for the exercises.</p> <p><i>Assessment details for module 3 – Theories and Languages of Product Design:</i></p> <p>Students will be subdivided in workgroups. Each group will write a paper or a presentation on the arguments presented during classes.</p>
Assessment language	The same as the teaching language
Evaluation criteria and criteria for awarding marks	<p><i>Evaluation criteria and criteria for awarding marks for module 1 – Product Design</i></p> <p>concept and final object process and implementation of the project relation and understanding of the given brief sketches and models</p> <p><i>Evaluation criteria and criteria for awarding marks for module 2 – Production Technologies and Systems:</i></p> <p>Process and development of the project. Understanding and coherency with the brief. Ability to experiment. Quality of the final product and of the production of the prototypes.</p> <p><i>Evaluation criteria and criteria for awarding marks for module 3 – Theories and Languages of Product Design:</i></p> <p>The object of the evaluation will be the ability of the group to work in team and to cooperate together, and a correct use of the analytical instruments introduced during the course.</p>

Required readings	<i>Module 1 – Product Design:</i> -
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	<p>Module 2 – Production Technologies and Systems:</p> <ul style="list-style-type: none"> - Tools for the Design Revolution. Design Knowledge for the Future. IDR- Institute od Design Research Vienna. Niggli Verlag, Sulgen. 2014 <p>Module 3 – Theories and Languages of Product Design:</p> <ul style="list-style-type: none"> - Deni, M. <i>Oggetti in azione. Semiotica degli oggetti: dalla teoria all'analisi</i>, Franco Angeli
Supplementary readings	<p>Module 1 – Product Design:</p> <ul style="list-style-type: none"> - <p>Module 2 – Production Technologies and Systems:</p> <ul style="list-style-type: none"> - Manufacturing Processes for Design Professionals, Thompson, Rob, M.D. , Thames & Hudson. 2007 - The Toaster Project. Or a Heroic attempt to build a simple electric appliance from scratch. Thomas Thwaites, Princeton Architectural Press, 2011. <ul style="list-style-type: none"> - <p>Module 3 – Theories and Languages of Product Design:</p> <ul style="list-style-type: none"> - Marsciani F. e Zinna A. Elementi di semiotica generativa, Esculapio, Bologna - Martin Heidegger, Il concetto di tempo, Adelphi

Syllabus

Beschreibung der Lehrveranstaltung

Titel der Lehrveranstaltung	Projekt PD – D1 Making time
Code der Lehrveranstaltung	97109
Wissenschaftlich-disziplinärer Bereich der Lehrveranstaltung	Modul 1: ICAR/13 Industriedesign Modul 2: ING-IND/16 Technologie und Verarbeitungssysteme Modul 3: M-FIL/05 Sprachphilosophie und Sprachtheorien
Studiengang	Bachelor in Design und Künste (L-4)
Semester	1.
Studienjahr	1., 2. oder 3.
Kreditpunkte	22
Modular	Ja
Gesamtanzahl der Vorlesungsstunden	180 (Modul 1: 90, Modul 2: 60, Modul 3: 30)
Gesamtanzahl der Stunden für das Eigenstudium und andere individuelle Bildungstätigkeiten	370 (Modul 1: ca. 210, Modul 2: ca. 65, Modul 3: ca. 95)
Anwesenheit	nicht verpflichtend, aber empfohlen
Voraussetzungen	<i>Für ab dem ak. Jahr 2012/13 immatrikulierte Studierende:</i> die WUP-Kurse (Projekt + Darstellende Geometrie + Darstellungsmethoden und –techniken)
Link zur Lehrveranstaltung	-
Spezifische Bildungsziele	<p>Die Lehrveranstaltung zählt zum Bildungsbereich der kennzeichnenden Fächer (Modul 1), der verwandten und ergänzenden Fächer (Modul 2) sowie der Grundfächer (Modul 3).</p> <p><i>Kursbeschreibung Modul 1 – Produktdesign:</i></p> <p><i>Making time - nimm dir ZEIT und mache ZEIT.</i></p> <p>Zeit ist der Leitfaden, der uns durch das Semester begleitet, sowohl in der gemeinsamen prozessualen Recherche als auch als Thema für das finale Produkt.</p> <p>Im Semester werden 2 Exkursionen organisiert: eine Rundreise zu lokalen Handwerkern und eine Fahrt in</p>

den Veneto, wo Industrien und Produktionsstätten besichtigt werden.

Der Fokus des Kurses ist die Experimentation mit dem Material Cocoon. Wer kennt sie nicht die Cocoon Lampe aus den 70ern? Cocoon ist ein Material, das in den 50er Jahren als Verpackungsmaterial verwendet wurde und in den 70ern vor allem für Lampendesign eingesetzt wurde. Wie kann man das spannende Material und seine Verarbeitung zeitgenössisch verwenden?

'Kann man mit Cocoon Zeit konstruieren? '

Bildungsziele Modul 1 – Produktdesign:

- Erwerb einer Projektmethodologie im Bereich des Produktdesigns
- Entwicklung einer individuellen und eigenständigen Arbeitsweise in den Projekten
- Erwerb von Grundkenntnissen zur Realisierung eines Projekts im Bereich Produktdesign
- Erwerb von Grundkenntnissen bezüglich einer Projektkultur im Design in allen ihren Bestandteilen
- Erwerb einer Projektmethodologie im Bereich des Produktdesigns, von der Ideenfindung bis zur Realisierung des Projekts.
- Erwerb des Fachwissens und der Fertigkeiten für das:
 - ✓ Einrichtungsdesign
 - ✓ Design von industriellen Massenkonsumgütern
 - ✓ Design für die mechanische Industrie
 - ✓ Design zur Visualisierung virtueller und physischer Szenarien
 - ✓ Design im Verpackungswesen
- Erwerb von Grundkenntnissen einer Projektkultur im Design in allen ihren Teilen
- Erwerb einer professionellen Kommunikation und Präsentation der individuellen Projekte
- Erwerb einer kritischen Auseinandersetzung mit dem ausgewählten Thema

Modul 1	Produktdesign
Dozent	Harald Thaler office F1.06.a, e-mail Harald.Thaler@unibz.it, tel. +39 0471 015---, webpage http://www.unibz.it/en/
Wissenschaftlich disziplinärer Bereich des Dozenten	ICAR/13
Unterrichtssprache	Deutsch
Sprechzeiten	Dienstag, Mittwoch
Wissenschaftlicher Mitarbeiter (wenn vorgesehen)	-
Sprechzeiten	-
Auflistung der behandelten Themen	Produkt Design, Industrie Design Massenproduktion, Experimentation mit verschiedenen Materialien und Techniken
Unterrichtsform	Vorlesungen im Bereich Produktdesign Laboratorien, Übungen, Exkursionen - Handwerk, Produktionsstätten und Industrien , one2one - tutorials

Modul 2	-> siehe Syllabus in englischer und italienischer Sprache
Modul 3	-> siehe Syllabus in englischer und italienischer Sprache

Erwartete Lernergebnisse	Erwartete Lernergebnisse für Modul 1 – Produktdesign: <ul style="list-style-type: none"> • In der Lage zu sein, ein Projekt im Bereich Produktdesign zu konzipieren, zu entwickeln und auszuführen • Konzeption, Entwicklung und Realisierung eines Projekts im Bereich Produktdesign • In der Lage zu sein: <ul style="list-style-type: none"> • Einrichtungsprojekte analysieren, konzipieren und entwickeln zu können • kommerzialisierbare Industrieprojekte analysieren, konzipieren und entwickeln zu können • Projekte für die mechanische Industrie analysieren und entwickeln zu können • Produkte in beschränkter Stückzahl im Bereich des Handwerks analysieren, konzipieren und entwickeln zu können • Verpackungsprojekte (Produkt und Grafik) analysieren, konzipieren und entwickeln zu können • Kuratoren Projekte und Ausstellungsprojekte
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	<p>analysieren, konzipieren und entwickeln zu können</p> <ul style="list-style-type: none"> ● Kenntnisse der technisch-wissenschaftlichen Aspekte: <ul style="list-style-type: none"> ● des Einrichtungsdesigns ● des Designs von Industrieprodukten für den Massenkonsum ● des Designs für die mechanische Industrie ● des Designs für das Verpackungswesen ● Verpackungsprojekte bezogen auf ihre Produkte und ihre graphische Aufmachung realisieren zu können ● Visualisierungen virtueller und physischer Szenarien für das Interieur- und Ausstellungsdesign realisieren zu können ● In professioneller Weise ein eigenes Projekt im Bereich des Produktdesigns, der Visuellen Kommunikation und/oder der Visuellen Künste in Form einer räumlichen Installation, sowie mündlich und schriftlich vorstellen zu können. ● In professioneller Weise die Gründe der eigenen Entscheidungen kommunizieren und argumentieren und sie unter formellem, technischem, wissenschaftlichem und theoretischem Gesichtspunkt begründen zu können.
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Art der Prüfung	<p>Art der Prüfung – Modul 1 –Produktdesign: Die Prüfung besteht aus den folgenden Teilen: /Finale Präsentation des Projektes /Eine Dokumentation des finalen Projektes</p> <p>Die Präsentation ist öffentlich. Der/die Studenten/in muss sein/ihr Projekt präsentieren und anschließend erläuternde Fragen zum Projekt und generelle Fragen zum Thema argumentieren.</p>
Prüfungssprache Bewertungskriterien und Kriterien für die Notenermittlung	<p>entspricht der Unterrichtssprache</p> <p>Bewertungskriterien und Kriterien für die Notenermittlung für Modul 1 –Produktdesign: Konzept und finales Objekt Präsentation und Darstellung Skizzen und Modelle Verständnis und Kohärenz des gesetzten 'Brief'</p>

Pflichtliteratur	<i>Modul 1 –Produktdesign:</i> Die Bibliographie wird zu Kursbeginn in der Reserve Collection abrufbar sein.
Weiterführende Literatur	<i>Modul 1 –Produktdesign:</i> -

Syllabus

Descrizione del corso

Titolo del corso	PROGETTO PD – D1 making time
Codice del corso	97109
Settore scientifico disciplinare del corso	Modulo 1: ICAR/13 disegno industriale Modulo 2: ING-IND/16 Tecnologie e sistemi di produzione Modulo 3: M-FIL/05 Teorie e linguaggi del design di prodotto
Corso di studio	Bachelor in Design and Art (L-4)
Semestre	I
Anno del corso	I, II o III
Crediti formativi	22
Modulare	Si

Numero totale di ore di lezione	180 (Modulo 1: 90, Modulo 2: 60, Modulo 3: 30)
Monte ore totale di studio individuale o di altre attività didattiche individuali inerenti	370 (Modulo 1: circa 210, Modulo 2: circa 65, Module 3: circa 95)
Corsi propedeutici	Per studenti immatricolati a partire dall'a.a. 2012/13: avere superato i corsi wup (progetto + geometria descrittiva + metodi e tecniche di rappresentazione);
Frequenza	non obbligatoria ma raccomandata
Sito web del corso	-

Descrizione progetto ed obiettivi formativi specifici del corso: 3 – teorie e linguaggi del design di prodotto	<p>Il corso si inserisce nell'area di apprendimento dei corsi "caratterizzante" (modulo 1), "affine integrativa" (modulo 2) e "di base" (modulo 3) del curriculum in design.</p> <p>DESCRIZIONE DEL PROGETTO Descrizione del corso modulo 3 – teorie e linguaggi del design di prodotto:</p> <p>Obiettivo del corso è assicurare agli studenti un'adeguata padronanza dei metodi della semiotica e dei suoi contenuti scientifici generali nella loro applicazione pratica al lavoro del designer, metodi di riflessione, consapevolezza del proprio lavoro. Tali strumenti verranno acquisiti solo in parte attraverso la lezione frontale. Verranno somministrati attraverso la riflessione collettiva</p>
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	<p>sul progetto generale del corso, il cui tema è il tempo, attraverso una ricerca personale finalizzata ad approfondire l'argomento, e infine tramite il lavoro di gruppo finalizzato ad analizzare come la temporalità si inscrive entro gli oggetti del design e nell'interazione utente/oggetto.</p> <p>Dopo una prima necessaria panoramica sul modo in cui il problema del tempo è stato affrontato nella storia della filosofia occidentale e della scienza, si chiariranno le connessioni tra il problema del tempo e la determinazione del sé. La protensione intenzionale del soggetto nei confronti del futuro aiuterà a comprendere la centralità della dimensione del progetto per una definizione della soggettività. Infine, una disamina del nesso tra tempo e significato in chiave semiotica permetterà una analisi del modo in cui il tempo si inscrive entro l'oggetto di design, ovvero del modo in cui esso è programmato temporalmente per l'interazione con l'utente.</p> <p><i>Obiettivi formativi modulo 3 – teorie e linguaggi del design di prodotto:</i></p> <ul style="list-style-type: none"> • acquisire le conoscenze di base necessarie alla realizzazione di un progetto nel campo del design di prodotto • acquisire le conoscenze di base per esercitare uno sguardo critico rispetto al proprio lavoro e per confrontarsi con la complessità contemporanea • acquisire le conoscenze di base relative alle discipline di carattere teorico (semiotica, filosofia del linguaggio). • acquisizione delle conoscenze di base relative alla cultura di progetto in tutte le sue componenti
Modulo 1	-> <i>vedi syllabus in lingua inglese e tedesca</i>
Modulo 2	-> <i>vedi syllabus in lingua inglese</i>
Modulo 3	Teorie e linguaggi del design di prodotto
Docente	Francesco Galofaro office F1.06.b, e-mail francesco.galofaro@unibz.it , tel. +39 0471 015---, webpage http://www.unibz.it/en/design
Orario di ricevimento	-
Settore scientifico disciplinare del docente	M-FIL/05

Lingua ufficiale del corso	Italiano
Orario di ricevimento	<i>Mercoledì mattina ore 11.00-12.30</i>
Collaboratore didattico (se previsto)	-
Orario di ricevimento	-
Lista degli argomenti trattati	<ul style="list-style-type: none"> - Il tempo nella storia della filosofia e della scienza (panoramica); - Ruolo del tempo nella costituzione della soggettività: rimemorazione del passato e protensione al futuro; - Il tempo come condizione dell'esistenza intesa come progetto; - La programmazione temporale degli oggetti di design; - Il tempo come caratteristica fondamentale dell'interazione tra utente e oggetto;
Attività didattiche previste	Alla lezione frontale sarà dedicato solo il tempo strettamente necessario a introdurre le categorie semiotiche per l'analisi dell'oggetto e dei modi in cui il tempo si inscrive in esso e nell'interazione con l'utente. È in ogni caso prevista la discussione collettiva in aula sui temi trattati. Parte del tempo sarà inoltre dedicata al lavoro di gruppo volto a realizzare una tesina/presentazione che consisterà nell'analisi di un oggetto di design con riferimento al tema del corso.

Risultati di apprendimento attesi	<p>Risultati di apprendimento attesi relativi al modulo 3 – teorie e linguaggi del design di prodotto:</p> <ul style="list-style-type: none"> • essere in grado di finalizzare alla realizzazione di un progetto compiuto nel campo del design di prodotto le conoscenze di base acquisite in campo teorico • essere in grado di cogliere i principali fenomeni che caratterizzano la società attuale, saperli osservare criticamente anche in una prospettiva etica e sociale ed elaborare soluzioni adeguate sul piano della proposta / risposta progettuale • conoscenza delle fondamenta storiche e teoriche del design • conoscenza di rilevanti aspetti sociologici, semiotici e antropologici • saper analizzare (in modo critico), definire e contestualizzare i propri progetti
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	<ul style="list-style-type: none"> • saper applicare metodi di ricerca empirica negli ambiti delle scienze socio-culturali • sapere esporre elaborati critici e programmatici in forma orale • sapere produrre elaborati critici e programmatici in forma scritta • sapere applicare metodi e risultati di ricerca alla progettazione nei diversi ambiti della cultura del progetto • sviluppato una buona autonomia di giudizio sia nella valutazione critica del proprio lavoro, sia nella capacità di utilizzare corretti strumenti interpretativi rispetto ai contesti dove andranno ad applicare la propria pratica progettuale e/o proseguire i propri studi valutandone anche aspetti di carattere etico e sociale • comunicare e argomentare ad un livello professionale le ragioni delle proprie scelte e motivarle dal punto di vista teorico.
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Metodo d'esame	<p><i>Metodo d'esame relativo al modulo 3 – teorie e linguaggi del design di prodotto:</i></p> <p>Gli studenti saranno suddivisi in gruppi di lavoro ciascuno dei quali dovrà realizzare una tesina o una presentazione.</p>
Lingua dell'esame	corrisponde alla lingua d'insegnamento
Criteri di misurazione e criteri di attribuzione del voto	<p><i>Criteri di misurazione e criteri di attribuzione del voto relativi al modulo 3 – teorie e linguaggi del design di prodotto:</i></p> <p>Sarà valutata la capacità del gruppo di lavorare in collaborazione reciproca. Costituisce oggetto di valutazione l'impiego puntuale degli strumenti analitici presentati durante il corso.</p>

Bibliografia fondamentale	<p><i>Modulo 3 – teorie e linguaggi del design di prodotto:</i></p> <ul style="list-style-type: none"> - Deni, M. <i>Oggetti in azione. Semiotica degli oggetti: dalla teoria all'analisi</i>, Franco Angeli
Bibliografia consigliata	<i>Modulo 3 – teorie e linguaggi del design di</i>

	<p>prodotto:</p> <ul style="list-style-type: none">- Marsciani F. e Zinna A. <i>Elementi di semiotica generativa</i>, Esculapio, Bologna- Martin Heidegger, <i>Il concetto di tempo</i>, Adelphi
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