

[-> Syllabus in lingua italiana](#)
[-> Syllabus in deutscher Sprache](#)

Syllabus Course description

Course title	Project PD – A2 Family - digital to physical
Course code	97004
Scientific sector	Module 1: ICAR/13 disegno industriale Module 2: INF/01 informatica Module 3: M-DEA/01 discipline demoetnoantropologiche
Degree	Bachelor in Design and Art (L-4)
Semester	II
Year	1st, 2nd or 3rd
Credits	22
Modular	Yes

Teaching language	Module 1: English Module 2: German 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); <i>for students enrolled from 2016/17 onwards:</i> passed WUP project;
Course page	-

Project description and specific educational objectives	<p>The course belongs to the class "caratterizzante" (module 1, "di base" (module 2) and "affine integrativa" (module 3) in the curriculum in Design.</p> <p>PROJECT DESCRIPTION Course description module 1 – Product Design:</p> <p><i>The course is designed for acquiring professional skills and knowledge.</i></p> <p>This course is a twofold consisting out of a rich discourse (conceptually and physically) with the digital world and the CAD/CAM logic and possibilities, together with a free conceptual frame-work under the theme of '<i>Family</i>'.</p>
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Foreword

January 28 marked the 20th anniversary of the selective laser sinter –one of the three most common processes of 3d printing... we are now at a stage where the technology matured and freed itself from its original owners, transforming into a high-speed developing field and a global ‘buzz word’. Having seemingly endless potential and possibilities yet still suffering from childhood sicknesses and a constant questioning to this very potential. The so called 3d printing revolution is here, yet what is it good for?

We will relate to this polemic and add our perspectives to it while engaging ourselves with the concept of ‘family’.

Family... it is the root, ground and context of possibly everything around us. It is the premature context defining something before it is even there.

It is the way with which we categorize and differentiate one kind from another and one specimen from the next. It is the simplest way to explain the most complex of connections but it is also a way to define a style of cooking...

It could be an accurate chromosome definition of accurate science or an emotional definition of the heart...

It could be set 'by blood' or set by love, it could result in a physical or mental resemblance, but could also bring the complete opposite...

Families pull as much as they push... they unite just as much as they could separate... but whichever it would be, it would have an enormous power...

Nothing could be as simple, natural and self-evident as a family... but just the same nothing could be as complex... yet it all ends up in a non-separable CONNECTION.

It is a complex web revolving around the concept of a dna... of identity and character -physical, mental or behavioral.

Project

In this project, we will examine common grounds and dna chains and will identify the different ways they work. We will take a close look at the ties that bind and split. At what unites different entities and the subversive side effects it can have.

Based on all the above, with special attention to the

	<p>digital, code based world of CAD-CAM and 3d printing -we will create new families... they may be objects, products, or more abstracts elements... What kind of family, a shiny one, a functioning one or maybe a broken one? -All is open...</p> <p><i>Educational objectives module 1 – Product Design:</i></p> <ul style="list-style-type: none">• The acquisition of the basic knowledge concerning the culture 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.• Developing an independent point of view and rigorous study pathway whilst acquiring the fundamental knowledge enabling the student to carry out a project in the field of product design.• Depending on the student's own tendencies and focus, the further acquisition of the knowledge and understanding of:• design processes for industrial products for mass consumption or industrial manufactured one-off's.• design processes for the visualisation of virtual and physical scenarios.• Professionally presenting a project realised in the field of product design 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, scientific and theoretical point of view <p><i>Course description module 2 – Digital Modelling:</i></p> <p>With the support of computers designers are able to draw, simulate, analyse and fabricate models of high precision, virtually and physically!</p> <p>But still: to evaluate physical aspects of structure and form, handmade models from cardboard, foam and scotch remain powerful creative tools of reflection and inspiration. It's the challenge to facilitate both analogue and digital methods and complement them mutually. This is integral part of the daily work of designers and pushes the iterative process of ideating, making, testing, optimising and varying designs on a higher level.</p> <p>At the same time these tools continuously develop and ask to adapt to new working-routines. Methods of prototyping became technologies of industrial production and since a while as desktop-devices they claim to be the factory of tomorrow.</p>
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	<p>The course imparts basics of CAD/CAM, rapid prototyping and, in interaction with manual techniques, their utilization in design-processes. We will also look at current trends of computational design and digital production and investigate their potential, limits and significance on design.</p> <p>Learning by doing !</p> <p>Next to weekly CAD-lectures we will practically explore these topics with constant exercising and develop designs by extensive use of diverse prototyping techniques. A desktop 3D-printer will support us in our intention to directly switch between the virtual and physical world. Always in search for the most appropriate method to inform our design. The atelier will be a hands-on makerspace where models continuously develop, mutate and grow to families of objects.</p> <p><i>Educational objectives Module 2 – Digital Modelling:</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 concerning the technical and scientific subjects of CAD/CAM and rapid-prototyping• The acquisition of practical skills to utilize diverse techniques and tools of modelling, model making and prototyping.• the acquisition of the knowledge and understanding of design processes for the visualisation of virtual and physical scenarios• the acquisition of the basic knowledge concerning the culture of design in all its aspects <p><i>Course description module 3 – Cultural Anthropology:</i></p> <p><i>Co-housing – co-working – co-living: upcoming (and existing) realities of “family”:</i></p> <p>In almost every form of collective life throughout the world, what we call ,family’ is considered a fundamental institution. At the same time, however, that institution (family) is organized (and understood) in distinct ways, according to different cultures, epochs, habits, customs. A universally shared definition of what a family is or could be is not easy to be specified: several dimensions, interpretations, practices have been changed (lost or</p>
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	<p>added) within the last decades.</p> <p>Today what we call ‚family‘ is characterized by an increasingly higher degree of complexity, differentiation, fragmentation – although maintaining the values of identity and belonging within a system of solidarity. Alongside the traditional model of mother, father, and children, other family configurations have emerged – such as single-parent families, blended (patchwork) families, families without any legal (or religious) status, homosexual families.</p> <p>Concepts like <i>co-housing</i>, <i>co-working</i>, <i>co-living</i> are adding further models of social (i.e. shared) living practices where dynamics and values of what traditionally is identified as ‚family life‘ can thrive.</p> <p>With reference to the project „Family – digital to physical“, the first part of the course is dedicated to explore a sort of status quo of the „family universe“ through research, lessons, presentations, discussion. A second part will investigate possible links between „family“ and contemporary tendencies and orientations in the field of design culture. The final part of the course is focusing onto transversal aspects related to both the project topic itself and design as a relational working field.</p> <p>The course is designed for acquiring professional skills and knowledge in the framework of a general overview of scientific contents.</p>
	<p><i>Educational objectives module 3 – Cultural Anthropology:</i></p> <ul style="list-style-type: none">• the acquisition of essential basic knowledge to be able to carry out a project in the field of product design• the acquisition of basic knowledge in order to enable students to look critically at their own work and to deal with the complexities of contemporary society• the acquisition of basic knowledge concerning the theoretical subjects (cultural engineering, theory and history of design)• the acquisition of basic knowledge concerning the culture of design in all its aspects <p><i>Educational objectives module 3 – Cultural Anthropology:</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

	<p>able to look critically at their own work and to deal with the complexities of contemporary society</p> <ul style="list-style-type: none"> • the acquisition of the basic knowledge concerning the theoretical subjects • the acquisition of the basic knowledge concerning the culture of design in all its aspects
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Module 1	Product Design
Lecturer	Nitzan Cohen office F1.01.a, e-mail Nitzan.Cohen@unibz.it, tel. +39 0471 015220, webpage https://www.unibz.it/en/faculties/design-art/academic-staff/person/35262-nitzan-cohen
Scientific sector of the lecturer	-
Teaching language	English
Office hours	Monday 08-13
Teaching assistant (if any)	-
Office hours	-
List of topics covered	<p>This project deals on the meta level with the creation of a project, as such the below topics do not only lead to an aim, but are the aim itself.</p> <ul style="list-style-type: none"> -Design methodology and process awareness. -Design <i>investigation</i> rather than design research and that as a continuous methodical tool. -Conceptual awareness, development and independent creation. -Concept translation into a three-dimensional reality.
Teaching format	Frontal lectures, exercises, workshops, group work and individual work.

Module 2	Digital Modelling
Lecturer	Sebastian Camerer office F1.01.b, e-mail sebastian.camerer@unibz.it, tel. +39 0471 015323, webpage https://www.unibz.it/en/faculties/design-art/academic-staff/person/28444-sebastian-camerer
Scientific sector of the lecturer	-
Teaching language	German
Office hours	Monday 14-17 o'clock
Teaching assistant (if any)	-
Office hours	-
List of topics covered	<input type="checkbox"/> CAD/CAM <input type="checkbox"/> digital/analog tools of model making <input type="checkbox"/> Rapid prototyping <input type="checkbox"/> digital fabrication <input type="checkbox"/> product development <input type="checkbox"/> designprocess and -methodology

Teaching format	frontal lectures, exercises, workshops
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Module 3	Cultural Anthropology
Lecturer	Hans Höger office F2.04, e-mail Hans.Hoeger@unibz.it, tel. +39 0471 015194, webpage https://www.unibz.it/en/faculties/design-art/academic-staff/person/891-hans-leo-hoeger
Scientific sector of the lecturer	-
Teaching language	Italian
Office hours	monday-friday (by appointment)
Teaching assistant (if any)	-
Office hours	-
List of topics covered	the "family universe" (models, dynamics, interpretations); relationships between 'family culture' and 'design culture'; transversal approaches (referred to the project topic and to selected fields of design culture); transformation as driver in the fields of social/cultural evolution and of design
Teaching format	classroom lectures; students' research tasks, presentations, discussion; audiovisual material.

Learning outcomes	<p>Learning outcomes for module 1 – Product Design:</p> <ul style="list-style-type: none"> • to have the ability to design, develop and implement a project in the field of product design • The acquisition of basic and further enriched knowledge of and in product design. • The acquisition of the ability to independently and critically apply the acquired knowledge and understanding whilst making continuous independent and personal judgments. • In every step of the way further developing and sharpening one's skills, know-how and experience in communicating the full scope of the work done. • All in all developing and widening one's learning skills as an integral and methodical part of the project. • present at a professional level their own projects realized in the field of product design 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>Learning outcomes for module 2 – Digital Modelling:</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
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	<p>and scientific subjects of digital modelling (CAD/CAM and rapid-prototyping)</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, with a special focus on designprocesses, digital and analog techniques of modelling, prototyping and visualisation of concepts.• know how to analyse, design and develop models and prototypes for a product-design-project.• knowledge of the technical and scientific aspects of digital modelling, prototyping and fabrication in product design• know how to develop and carry out the technical aspects of product-design, prototyping and modelling which are both analog and digital• know how to produce 3D models and rapid prototyping• know how to carry out drawing and/or CAD• 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 3 – Cultural Anthropology:</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 (cultural engineering, theory and history of design)• to have the ability to grasp essential 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 important sociological, semiotic and anthropological aspects• 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
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	<p>own design practice and / or to continue their studies, assessing also the social and ethical aspects</p> <ul style="list-style-type: none"> • 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> The complete semester work will be judged not only on the final produced result. The way will be assessed as much as the 'result' itself. On the base of physically presenting a fully finished 1:1 scale model together with an overall completed project; the student should be able to argue the project and thoroughly hold a convincing frontal presentation of it. In further discussions it is as well expected that the student is able to apply critical and objective view on his/her own work and point out difficulties as much as plus points. (Besides all the physical aspects being perfectly executed, a healthy way of preparing oneself for the final presentation is making sure that the simple question 'why?' could be answered concerning each detail and step)</p> <p><i>Assessment details for module 2 – Digital Modelling:</i> Oral and lab: oral exam with review questions, oral exam to test knowledge application skills, evaluation of results</p> <p><i>Assessment details for module 3 – Cultural Anthropology:</i> The exam is included as integral part in the final presentations concerning the project PD - A2 with particular reference - on one hand - to those contents that have been explored, presented and discussed in the classroom and - on the other hand - to those ones documented in the course-related digital Reserve Collection. The exams' evaluations will particularly focus onto the students' ability and originality concerning the integration of conceptual and theoretical topics and characteristics into their final presentations of the projects.</p>
Assessment language	The same as the teaching language
Evaluation criteria and criteria for awarding marks	<i>The evaluation of the single modules does not result in three separate marks, but will add up to the overall project evaluation. There is only one final overall mark for the project which is agreed by the three professors, who evaluate the project according to the following criteria:</i>

	<p>Evaluation criteria and criteria for awarding marks: The evaluation of the single modules does not result in three separate marks, but will add up to the overall project evaluation. There is only one final overall mark for the project which is agreed by the three professors, who evaluate the project according to the following criteria:</p> <p>Evaluation criteria and criteria for awarding marks for module 1 – Product Design</p> <p>Process: there would be two in-between presentations, each counting for 20% of the final mark, in total 40%</p> <p>Personal development: the scope of abilities acquired and practiced in the projects as reflected in the overall level of the work done and presented 40%</p> <p>Final result: the overall quality of the final presentation and the final presented model 20%</p> <p>Evaluation criteria and criteria for awarding marks for module 2 – Digital Modelling:</p> <p>Presence, effort and personal engagement in the course.</p> <p>Personal development:</p> <ul style="list-style-type: none">- improvement and skills achieved in tutorials/lectures- skills utilized in exercises and the final project <p>Quality of results:</p> <ul style="list-style-type: none">- variation and accuracy of models- adequate use of techniques- progress in the main project according to prototyping and product-development. <p>Evaluation criteria and criteria for awarding marks for module 3 – Cultural Anthropology:</p> <ul style="list-style-type: none">• correctness of presented topics, concepts and theoretical contents/analysis/conclusions• clarity of presented topics, concepts and theoretical contents/analysis/conclusions• mastery of course-related language and terminology• demonstration of knowledge and understanding• ability to summarize, evaluate, and establish relationships between topics (ability of contextualization)
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	<ul style="list-style-type: none">• skills in critical thinking• ability to summarize in own words
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Required readings	<p>Module 1 – Product Design: -Printing Things - Visions and essentials for 3d printing /Warnier, Verbruggen, Ehmann, Klanten/Getalten/2014 -Digital by Design / Troika/ Thames & Hudson/ 2008 -PIG 05049 / Meindertsma / Flocks / 2007</p> <p>Module 2 – Digital Modelling: Not required</p> <p>Module 3 – Cultural Anthropology: Required readings will be indicated at the beginning of the course.</p>
Supplementary readings	<p>Module 1 – Product Design: Supplementary readings will be indicated (or made available, e.g. through Pdf) during the course. -</p> <p>Module 2 – Digital Modelling: see reserve collection "digital modelling – Camerer"</p> <p>Module 3 – Cultural Anthropology: Supplementary readings will be indicated (or made available, e.g. through Pdf) during the course.</p>

Syllabus

Beschreibung der Lehrveranstaltung

Titel der Lehrveranstaltung	Projekt PD – A2 Family - digital to physical
Code der Lehrveranstaltung	97004
Wissenschaftlich-disziplinärer Bereich der Lehrveranstaltung	Modul 1: ICAR/13 Industriedesign Modul 2: INF/01 Informatik Modul 3: M-DEA/01 Demoetnoantropologische Disziplinen
Studiengang	Bachelor in Design und Künste (L-4)
Semester	2.
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); <i>Für ab dem ak. Jahr 2016/17 immatrikulierte Studierende:</i> WUP-Projekt
Link zur Lehrveranstaltung	

Spezifische Bildungsziele	<p><i>Die Lehrveranstaltung zählt zum Bildungsbereich der kennzeichnenden Fächer (Modul 1), der Grundfächer (Modul 2) sowie der verwandten und ergänzenden Fächer (Modul 3) und ist Teil des Studienzweigs Design.</i></p> <p>Kursbeschreibung Modul 2 – Digitaler Modellbau:</p> <p>Der Computer ermöglicht Designern virtuelle als auch physische Modelle präzise zu konstruieren, zu simulieren, zu prüfen und zu fertigen. Dennoch: um physische Aspekte von Beschaffenheit und Form zu untersuchen, so ist das handgemachte Modell aus Pappe, Schaum und Klebeband immer noch unersetzliches Hilfsmittel der Kreativität, Reflektion und Inspiration.</p> <p>Die Herausforderung bleibt stets diese Methoden (digital und analog) sinnvoll zu ergänzen und gegenseitig zu bereichern. Dies ist integraler Bestandteil der täglichen professionellen Arbeit eines Designers und ist Triebfeder für den iterativen Designprozess von Konzeption, Modellbau, Überprüfen, Optimierung und Variation.</p> <p>Gleichzeitig entwickeln sich besonders die digitalen Werkzeuge enorm schnell und verlangen nach einer</p>
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	<p>stetigen Anpassung der Arbeitsmethoden und -routine. Techniken aus dem Modellbau sind zu industriellen Produktionsverfahren gereift und beanspruchen (nun als „Desktop-Device“ zurück im Atelier) die Fabrik von Morgen zu sein.</p> <p>Der Kurs vermittelt Grundlagen von CAD/CAM, rapid prototyping und, im Zusammenspiel mit manuellen Methoden des Modellbaus, ihre Einbindung in den Designprozess. Des Weiteren werden die aktuellen Tendenzen des computational design sowie digitaler Herstellungsverfahren beleuchtet und ihre Potentiale, Grenzen und Bedeutungen für das Design erörtert.</p> <p>Learning by doing ! Wir werden diese Themen, unterstützt durch wöchentliche Lehreinheiten in CAD, durch kontinuierliche praktische Übungen erkunden und Designs durch ausgiebiges Anwenden verschiedener Modellbau-Techniken entwickeln. Ein im Atelier installierter Desktop-3D-Drucker wird unser Vorhaben unterstützen unmittelbar am Arbeitsplatz zwischen virtuell und physisch zu wechseln.</p> <p>Immer im Bestreben so zielführend wie möglich zu arbeiten und die für das jeweilige Vorhaben geeignete Methode zu verwenden. Das Atelier wird zu unserem makers-space, in dem im Mix von Materialien, Medien und Verfahren kontinuierlich Modelle entwickelt werden, mutieren und zu Familien von Objekten anwachsen.</p>
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Bildungsziele Modul 2 – Digitaler Modellbau:

- Erwerb der Grundkenntnisse zur Realisierung eines Projekts im Bereich Produktdesign
- Erwerb der Grundkenntnisse in den technischen und wissenschaftlichen Fächern CAD/CAM und rapid-prototyping
- Erwerb des Fachwissens und der Fertigkeiten für das Design zur Visualisierung virtueller und physischer Szenarien
- Der Erwerb praktischer Fertigkeiten verschiedene Methoden und Werkzeuge der Modellierung, des Modell- und Prototypenbaus anzuwenden.
- Erwerb der Grundkenntnisse einer Projektkultur im Design in allen ihren Teilen

Modul 1	-> siehe Syllabus in englischer Sprache
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Modul 3	-> siehe Syllabus in englischer und italienischer Sprache
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Modul 2	Digitaler Modellbau
Dozent	Sebastian Camerer office F1.01.b, e-mail sebastian.camerer@unibz.it, tel. +39 0471 015323, webpage https://www.unibz.it/en/faculties/design-art/academic-staff/person/28444-sebastian-camerer
Wissenschaftlich disziplinärer Bereich des Dozenten	INF/01
Unterrichtssprache	Deutsch
Sprechzeiten	Montag 14-17 Uhr
Wissenschaftlicher Mitarbeiter (wenn vorgesehen)	-
Sprechzeiten	-
Auflistung der behandelten Themen	<input type="checkbox"/> CAD/CAM <input type="checkbox"/> digital/analog tools of model making <input type="checkbox"/> Rapid prototyping <input type="checkbox"/> digital fabrication <input type="checkbox"/> product development <input type="checkbox"/> designprocess and -methodology
Unterrichtsform	Vorlesungen, Übungen, Workshops

Modul 3	-> siehe Syllabus in englischer und italienischer Sprache
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Erwartete Lernergebnisse	Erwartete Lernergebnisse für Modul 2 – Digitaler Modellbau: <ul style="list-style-type: none"> • In der Lage zu sein, das erworbene technische und wissenschaftliche Grundwissen im Fach digitaler Modellbau in die Ausführung eines zu realisierenden Projekts im Bereich Produktdesign einzubringen • exekutive Zeichnungen und/oder CAD (Computer-aided Design) realisieren zu können • 3D Modelle und Rapid Prototyping realisieren zu können • Visualisierungen virtueller und physischer Szenarien für das Produktdesign realisieren 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 2 – Digitaler Modellbau:</p> <ul style="list-style-type: none"> • Mündliche Prüfung und Laboratorium: mündliche Prüfung mit Prüfungsfragen und "Transfer-Fragen" mit Aufarbeitung der Erfahrungen aus dem Laboratorium
Prüfungssprache	<i>entspricht der Unterrichtssprache</i>
Bewertungskriterien und Kriterien für die Notenermittlung	<p>Die Bewertung der einzelnen Module führt nicht zu einer getrennten Benotung, sondern fließt in die Gesamtbewertung des Projektes ein. Es wird eine Note für das gesamte Projekt und in Absprache zwischen den drei Lehrenden zugewiesen, welche das Projekt aufgrund folgender Kriterien bewerten:</p> <p>Bewertungskriterien und Kriterien für die Notenermittlung für Modul 2 - Digitaler Modellbau:</p> <p>Teilnahme, Arbeitsaufwendung und persönliches Engagement im Kurs</p> <p>Persönliche Entwicklung:</p> <ul style="list-style-type: none"> - Verbesserung und Entwicklung erlangter Fertigkeiten in Tutorien und Übungseinheiten - Anwendung von Fertigkeiten in Workshops und im Haupt-Projekt <p>Qualität der Arbeits-Ergebnisse:</p> <ul style="list-style-type: none"> - Variation und Genauigkeit der Modelle - Sinnvoller Einsatz von Methoden - Fortschritt im Hauptprojekt bezüglich Prototypen- und Produktentwicklung <p><i>Bewertungskriterien und Kriterien für die Notenermittlung für Modul 1 -> siehe Syllabus in englischer Sprache</i></p> <p><i>Bewertungskriterien und Kriterien für die Notenermittlung für Modul 3 -> siehe Syllabus in englischer und italienischer Sprache</i></p>

Pflichtliteratur	Modul 2 - Digitaler Modellbau: Keine Pflichtliteratur
Weiterführende Literatur	Modul 2 - Digitaler Modellbau: siehe reserve-collection „Digitaler Modellbau Camerer“

Syllabus

Descrizione del corso

Titolo del corso	PROGETTO PD – A2: Family - digital to physical <i>Modulo 3: co-housing – co-working – co-living: emergenti (ed esistenti) realtà di "famiglia"</i>
Codice del corso	97004
Settore scientifico disciplinare del corso	Modulo 1: ICAR/13 disegno industriale Modulo 2: INF/01 informatica Modulo 3: M-DEA/01 discipline demoetnoantropologiche
Corso di studio	Bachelor in Design and Art (L-4)
Semestre	II
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	<i>Per studenti immatricolati a partire dall'a.a. 2012/13:</i> avere superato i corsi wup (progetto + geometria descrittiva + metodi e tecniche di rappresentazione); <i>per gli studenti immatricolati a partire dall'a.a. 2016/17:</i> aver superato il progetto wup.
Frequenza	non obbligatoria ma raccomandata
Sito web del corso	-

Descrizione progetto ed obiettivi formativi specifici: modulo 3 – antropologia culturale:	<p>Il corso si inserisce nell'area di apprendimento dei corsi "caratterizzante" (modulo 1), "di base" (modulo 2) e "affine integrativa" (modulo 3) del curriculum in design.</p> <p>DESCRIZIONE DEL PROGETTO Descrizione del corso modulo 3 – antropologia culturale:</p> <p>La famiglia è considerata un'istituzione fondamentale all'interno di pressoché tutte le forme di vita collettiva nel mondo. Allo stesso tempo, però, è organizzata (e intesa) in forme diverse a seconda di culture, epoche e costumi. Se trovare una definizione univoca di famiglia non è un compito semplice, altrettanto difficile è definire i suoi confini, soprattutto al giorno d'oggi. Molte dimensioni della famiglia sono cambiate negli ultimi decenni.</p> <p>La famiglia di oggi ha assunto una maggiore complessità, differenziazione e frammentazione, pur rimanendo un</p>
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	<p>sistema solidale per il senso di identità e di appartenenza. Il nucleo familiare composto da mamma, papà e figli è ormai solo una delle possibili forme di famiglia. Altre costellazioni riguardano la famiglia monogenitoriale, le famiglie „patchwork“, le famiglie di fatto (senza il negozio giuridico o religioso del matrimonio), le coppie omosessuali.</p> <p>I concetti di <i>co-housing</i>, <i>co-working</i>, <i>co-living</i> indicano ulteriori modelli di organizzazione di vita sociale (cioé condivisa) che possono portare a dinamiche e valori di convivenza di carattere familiare.</p> <p>Con riferimento al progetto „Family – digital to physical“, il corso prevede una prima esplorazione dello status quo di quanto possiamo chiamare „universo famiglia“. In un secondo momento indagheremo su possibili legami tra „famiglia“ e orientamenti contemporanei della cultura di progetto. In conclusione seguiranno indagini su aspetti trasversali del design come disciplina relazionale.</p> <p>Il corso è orientato all’acquisizione di specifiche conoscenze professionali legate ad un’adeguata padronanza di metodi e contenuti scientifici.</p>
<p><i>Obiettivi formativi modulo 3 – antropologia culturale:</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 (cultural engineering, teoria e storia del design)• acquisizione delle conoscenze di base relative alla cultura di progetto in tutte le sue componenti	

Modulo 1	-> vedi syllabus in lingua inglese
Modulo 2	-> vedi syllabus in lingua inglese e tedesca
Modulo 3	Antropologia culturale
Docente	Hans Leo Höger office F2.04, e-mail Hans.Hoeger@unibz.it, tel. +39 0471 015.194 – webpage: https://www.unibz.it/en/faculties/design-art/academic-staff/person/891-hans-leo-hoeger

Settore scientifico disciplinare del docente	-
Lingua ufficiale del corso	Italiano
Orario di ricevimento	lunedì – venerdì (su appuntamento)
Collaboratore didattico (se previsto)	-
Orario di ricevimento	-
Lista degli argomenti trattati	“universo” famiglia (modelli, dinamiche, interpretazioni); relazioni tra cultura di famiglia e cultura di progetto; approcci trasversali (in riferimento alla tematica di progetto e al design <i>culture</i>); l’elemento di trasformazione come ‘driver’ in ambito di evoluzione sociale e di design
Attività didattiche previste	Lezioni frontali; ricerche e presentazioni da parte degli studenti, dibattiti, video (documentari); materiali audiovisivi

Risultati di apprendimento attesi	<p>Risultati di apprendimento attesi relativi al modulo 3 – antropologia culturale:</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 di rilevanti aspetti sociologici, semiotici ed antropologici • sapere 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>Metodo d'esame relativo al modulo 3 – antropologia culturale:</p> <p>L'esame è parte integrale delle presentazioni finali all'interno del progetto PD – A2, con particolare riferimento – da un lato – a concetti e contenuti esplorati, presentati e discussi durante le lezioni e – dall'altro lato – ai materiali documentati nella Reserve Collection digitale del corso. In modo particolare le valutazioni terranno conto dell'abilità e originalità degli studenti nell'integrare argomenti di carattere concettuale e teorico nelle presentazioni finali dei loro lavori.</p>
Lingua dell'esame	corrisponde alla lingua d'insegnamento
Criteri di misurazione e criteri di attribuzione del voto	<p><i>La valutazione dei singoli moduli non costituisce un voto a sé stante, ma è parte integrante della votazione complessiva del progetto. Il voto finale del progetto è unico ed è definito sulla base del coordinamento tra i tre docenti che valutano il progetto secondo questi criteri:</i></p> <p>Criteri di misurazione e criteri di attribuzione del voto relativi al modulo 3 – antropologia culturale:</p> <ul style="list-style-type: none"> • correttezza delle nozioni presentate (argomenti, concetti, contenuti, analisi, conclusioni) • chiarezza delle nozioni presentate (argomenti, concetti, contenuti, analisi, conclusioni) • padronanza di linguaggio e terminologia appartenenti agli argomenti del corso • dimostrazione di 'knowledge and understanding' • abilità di riassumere, valutare e relazionare gli argomenti trattati (abilità di contestualizzazione) • abilità in 'critical thinking' • abilità di riassumere concetti e idee in parole proprie (appropriate)
Bibliografia fondamentale	<p>Modulo 3 – antropologia culturale:</p> <p>I titoli dei testi obbligatori saranno comunicati all'inizio delle lezioni.</p>
Bibliografia consigliata	<p>Modulo 3 – antropologia culturale:</p> <p>Eventuali letture ulteriormente consigliate saranno comunicate (o rese disponibili tramite pdf) durante il corso.</p>