SYLLABUS

course description

The course belongs to the class “caratterizzante” (alternativa) in the MA in Eco-Social Design (LM-12). This course is a compulsory optional subject in the area “Skills & Technologies”

<table>
<thead>
<tr>
<th>Course title</th>
<th>Design &amp; Production Area: Skills &amp; Technologies</th>
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</thead>
<tbody>
<tr>
<td>Course code</td>
<td>96004</td>
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<tr>
<td>Scientific sector</td>
<td>ICAR/13 – Design e comunicazioni multimediali</td>
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<tr>
<td>Degree</td>
<td>Master in Eco-Social Design (LM-12)</td>
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<tr>
<td>Semester</td>
<td>II</td>
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<tr>
<td>Year</td>
<td>1\textsuperscript{st} and 2\textsuperscript{nd}</td>
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<tr>
<td>Credits</td>
<td>6</td>
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<tr>
<td>Modular</td>
<td>No</td>
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<tr>
<td>Lecturer</td>
<td>Andrea de Chirico</td>
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<td></td>
<td>office F4.02, e-mail <a href="mailto:andrea.dechirico@unibz.it">andrea.dechirico@unibz.it</a>, tel. +39 0471 015321, webpage <a href="https://www.unibz.it/en/faculties/design-art/academic-staff/person/36631-andrea-de-chirico">https://www.unibz.it/en/faculties/design-art/academic-staff/person/36631-andrea-de-chirico</a> <a href="http://www.andreadechirico.com">www.andreadechirico.com</a> <a href="http://www.super-local.org">www.super-local.org</a></td>
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<tr>
<td>Scientific sector of the lecturer</td>
<td>-</td>
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<tr>
<td>Teaching language</td>
<td>English</td>
</tr>
<tr>
<td>Teaching assistant (if any)</td>
<td>-</td>
</tr>
<tr>
<td>Office hours</td>
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<td>Teaching language</td>
<td>English</td>
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<tr>
<td>Total lecturing hours</td>
<td>60</td>
</tr>
<tr>
<td>Total hours of self-study and/or other individual educational activities</td>
<td>about 90</td>
</tr>
<tr>
<td>Attendance</td>
<td>not compulsory but very recommended</td>
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<tr>
<td>Prerequisites</td>
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Course description
The course will give the practical and critical skills to help becoming a future product designer. It means to be aware of the ethical responsibility that comes with the profession. The understanding of the raise of networks as the new economic, social and productive models. The need to suggest alternatives to the typical way of producing goods. The knowledge of the traditional and digital production techniques. Finally, being able to communicate the project in a structured way.

The course will start with hands-on exercises in order to experiment with materials and processes, both traditional and digital ones. They’ll be documented along the way and will lead to a final object. This part represents the 50% of the course. The other 50% of the course is dedicated about highlighting positive impact existing practices in the field of Design & Production. The students are encouraged to gather knowledge in order to then define their own position in the field. This teaching is also meant to give practical knowledge to help the students in the development of their semester project, according to its topic “commoning?!” (“learning by doing).

Educational objectives

Students will be able to:

- collaborate with experts and other designers to develop and implement an integrated project;
- prototype and partially implement projects;
- propose and develop projects which will contribute to local development while considering the global context, starting from a “glocal” vision, which “focuses on the global and planetary dimension and the local one at the same time” (from the Dizionario Treccani);
- take into account the environmental, social and economic impacts occurring within the tension between global and local dimensions;
- integrate socio-economic aspects and sustainability requirements in project design while considering the tension, which occurs between the local and the global dimensions;
- use hardware and software tools for designing, prototyping, producing small serial products, managing and presenting projects;
- develop an individual way of thinking, leading to critical judgements and self-assessments;
- balance inspiration and systematic planning;
- balance more intuitive ways of working with more analytical ones;
- balance both emotions and functions in design and communication;
- communicate, multilingually in a convincing way, through a variety of modalities (written, oral, visual);
- talk to experts about the project;
- read experts’ articles, studies and reports related to one’s own project issues and integrate those analysis with one’s own project design;
- take into account the sustainability requirements of a product, a service, an application or an interactive system; integrate the sustainability requirements in the project and in one’s own design;
- organize a research project while identifying relevant studies and researches, experts to collaborate with, methods and instruments to adopt;
integrate knowledge techniques and production systems, the knowledge of materials, of their processing and of the related sustainability requirements in the design process;

- use relevant software and hardware tools and systems productively;
- fabricate small series of products (also editorial products);
- understand specialist literature so as to integrate it within their own research project;

Knowledge will be acquired in the following fields:

- systems, techniques, processes and materials of production, with particular attention to the impacts on environment and on society caused by the production, distribution and the complete life cycle of a product;

List of topics covered

Traditional crafts, digital crafts, future designer, system design, networked production, distributed manufacturing, peer2peer production.

Teaching format

Frontal lectures, workshop sessions, mentoring sessions, presentations and reviews and exercises.

Learning outcomes

Knowledge and understanding

Students will acquire knowledge of materials in product design projects. More importantly, they will see their projects into a more system based context, highlighting the social and environmental sustainability of what they produce.

Applying knowledge and understanding

Students will be able to apply acquired knowledge in the development of their own projects in product design.

Making judgments

Students will acquire the ability to critically choose the most appropriate materials and techniques to meet the goal of their projects. Keeping an hands-on approach they will be asked also to review other projects.

Communication skills

Students will be able to communicate their designs bringing on point arguments. They will be asked to use specific terminology and they will be tested in order to make them stand for their projects or renegotiate them.

Learning skills

Students will learn how to approach questions related to materials and production processes. They will know how to be in charge of their own design decisions, mostly production related ones. They will learn how to build up the production network needed to achieve their design goals, involving experts, craftsmen, and so on.

Learning by doing

Students will get a more hands-on approach to the design process, reducing the time between the thinking and the making to the minimum.
Assessment

Oral:
- Physical presentation of the students’ design process and objects.
- Critical discussion of the project, in particular related to the choices of materials and aspects of the production.
- It is a small project, which was elaborated within the course. It is possible for the project to be part of the semester project (developed in “Projects 2 – Design 2”) only in accordance with the teacher.
- The presentation takes place as a separate one from the semester project.
- Students have to deliver a documentation. The format of the documentation will be defined and communicated two weeks before the end of the semester at latest.

Assessment for non-attending students

Even though it is possible to attend the exam as a non-attending student, the attending students who participate actively in the course will receive extra credit in the final evaluation. Non-attending students need to schedule review sessions out of the official course time slots with the teacher in order to discuss the development of the project and the final presentation format.

Assessment language: English

Evaluation criteria and criteria for awarding marks
- Originality, coherence and aesthetic qualities of the design project, in relation the to context and the aims of the project; in particular related to the use of materials and aspects of the production process
- Effectiveness in communicating the project on both the oral presentation and the digital one.
- Ability to work in a team, always being aware of the power of collaboration and networked labour.
- Participation to the course activities.

Required readings
Making Commons, Anna Serravalli, Malmo university.
The Craftman, Richard Sennet.
Autoprogettazione, Enzo Mari.
Futuro Artigiano, Stefano Micelli, Marsilio editore.