

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”

Course title	Design & Production Area: Skills & Technologies
Course code	96004
Scientific sector	ICAR/13 – Design e comunicazioni multimediali
Degree	Master in Eco-Social Design (LM-12)
Semester	II
Year	1st and 2nd
Credits	6
Modular	No
Lecturer	Andrea de Chirico office F4.02, e-mail andrea.dechirico@unibz.it , tel. +39 0471 015321, webpage https://www.unibz.it/en/faculties/design-art/academic-staff/person/36631-andrea-de-chirico www.andreadechirico.com www.super-local.org
Scientific sector of the lecturer	ICAR/13
Teaching language	English
Teaching assistant (if any)	-
Office hours	-
Teaching language	English
Total lecturing hours	60
Total hours of self-study and/or other individual educational activities	about 90
Attendance	recommended
Prerequisites	-
Course page	https://www.unibz.it/en/faculties/design-art/master-eco-social-design

Course description

The course will give the practical and critical skills to help to help becoming designer with ecological and social awareness. 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 about highlighting 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 main semester project, inspired by the annual topic "commoning?!".

Educational objectives

Students will be able to:

- collaborate with experts and other designers to develop and implement a project;
- make a prototype;
- take into account the environmental, social, sustainable and economic impacts occurring within the tension between global and local dimensions;
- develop a personal 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;
- communicate, multilingually in a convincing way, through a variety of modalities (tridimensional, 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 analyses with one's own project design;
- take into account the sustainability requirements of an object, a service, an application or an interactive system; integrate the sustainability requirements in the project and in one's own design;
- use relevant software and hardware tools and systems productively;
- design and make an object (also editorial products);

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 and processes of production in 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 and its processes.
- It can be either a project developed during the course or integrated within the semester project ("Project 2 - Design 2"). The integration can happen 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. 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. They have to deliver a full documentation about the production processes and the design decisions made, being able to

Assessment language: English

Evaluation criteria and criteria for awarding marks

- Originality, coherence and aesthetic qualities of the design project, in relation 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

The wealth of networks, how social production transforms market and freedom. Yochai Benkler, 2006.

Making Commons, Anna Serravalli, Malmo university.

The Craftman, Richard Sennet.

Autoprogettazione, Enzo Mari.

Futuro Artigiano, Stefano Micelli, Marsilio editore.