

DES531 Graduate Design Seminar

Level: 5

Credit Units: 2.5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY REGULAR SEMESTER

Synopsis:

We see 'design' everywhere daily in the artificial world. Design can make our everyday experiences both delightful and unpleasant. What is experience? What is design? Can we design an experience? DES531 Graduate Design Seminar explores selected topics in design and challenges students to critically question, think about, discuss and reflect on why we need to understand and rethink design, what design could or should be, and why we need to engage in design discourse. Students will examine the notion of design not only as a professional practice but also as a discipline similar to the natural and social sciences that produce new knowledge about and insights into how the artificial world works. In addition, students will interrogate the strategic role of design in businesses and society at large.

Topics:

- Design as reflective practice
- Design as attitude
- Design as discipline
- Design as inquiry
- Design as value creation
- Design for experience

Learning Outcome:

- Develop basic literacy and gain a deeper perspective of design.
- Discuss how the notion of design can be approached and understood.
- Examine relevant issues of design in the context of business and social impact.
- Evaluate sources of reference to determine the quality of information.
- Organise a sampling of writing about design written for scholarly and professional audiences.
- Compose thoughts and ideas on design using appropriate design vocabulary and credible evidence.

Assessment Strategies - Regular Semester (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	REFLECTION JOURNAL 1	50
Overall Examinable Components	ECA	30
	FINAL PRESENTATION	20
Total		100

*The information listed is subject to review and change.