SDES9211
Integrated Studio: Culture and Identity

Term T1, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

This course will provide students with the opportunity to place integrated and interdisciplinary design in the context of questions of culture and identity . Working across 2D, 3D and 4D design processes and outcomes, students will develop and manage materials, techniques and personnel across a number of areas of design in order to explore the ways in which cultural, environmental and social contexts impact on design. This course provides opportunities for the development of an understanding of the interrelationship of culture, identity and design that will support studio specialisations.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Examine and critically analyse social, economic and environmental factors relevant to a design brief.
2. Identify design solutions consistent with the principles of sustainable, ethical development.
3. Apply research methods to inform a response to set design briefs.
4. Develop appropriate design presentations to communicate potential solutions.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Turnitin - originality checking
- Moodle - learning management system

Lectures

Disseminate information and generate debate

Tutorials

Small group and reflective learning

Studio

Independent practice, rehearsal, self-reflection and review

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Assessment 1 - Design and the Domestic	50%	Formal Presentation
Assessment Task 2	Assessment 2: Examining National Identity	50%	Design Studio Work

References for this Course

Essential Readings:

Ashwin, C., (1984). Drawing, Design and Semiotics, *Design Issue*, 1(2),pp. 42-52.

Berger, A., (1989). Chapter 7: Typography and Graphic Design. In *Seeing is believing: an introduction to visual communication*, Mayfield Pub.Co.:Mountain View, CA, pp. 129-156.

Berger, A.,(1989). Chapter 2: Elements of Visual Communication. In *Seeing is believing: an introduction to visual communication*, Mayfield Pub. Co.: Mountain View, CA, pp. 25-60.

Curedale, R., (2012). Affinity Diagram. In *Design Methods 1: 200 Ways to Apply Design Thinking*, Design Community College, Topanga CA, pp. 111-112.

Curedale, R., (2012). Benefits Map. In *Design Methods 1: 200 Ways to Apply Design Thinking*, Design Community College, Topanga CA, pp. 53-54.

Curedale, R., (2012). Brainstorming: Method 635. In *Design Methods 1: 200 Ways to Apply Design Thinking*, Design Community College: Topanga CA.

Norman, D.A., (2004). *Emotional design: why we love (or hate) everyday things*, Basic Books: New York.

Simon, N., (2010). *Preface: Why Participate in The Participatory Museum*, http://www.participatorymuseum.org/preface/

Recommended Readings:

Buxton, B., (2007). *Sketching User Experiences: Getting the design right and the right design*, Morgan Kaufman Publishers:San Francisco

Ching, F., (1975). *Architectural graphics,* Architectural Press: London, (available in Art & Design Library).

Ching, F., (2012). *Interior Design Illustrated,* 3rd Edition, Wiley, Hoboken: N.J. (available in Art & Design Library).

Shedroff, N., (2009). *Design Is the Problem: The Future of Design Must be Sustainable*, Rosenfeld Media: Brooklyn (available in Art & Design Library).

Hanington, B, (2012). *Problems, Develop Innovative Ideas, and Design Effective Solutions*, Rockport Publishers: Minneapolis.

Kumar, V. (2012). *101 Design Methods*, Wiley:New York (online resource via UNSW Library).

Laurel, B., (2003). *Design Research: Methods and perspectives*, MIT Press: Cambridge, Mass.

Martin, B. (2012). *Universal Methods of Design: 100 Ways to Research Complex,* Rockport Publishers: Minneapolis.

Object, Australian Design Centre, (2013), *CUSP: Designing into the next decade* (blog), viewed February 18th, 2014, http://cusp-design.com/blog/

Reid Payne., (1985). *Theory and Craft of the Scenographic Model*, University Press: Carbondale, Southern Illinois.

Verganti, R. (2009). *Design Driven Innovation: An Introduction.* In Design-driven innovation: changing the rules of competition by radically innovating what things mean, Harvard Business Press: Boston, USA, pp. 1-16.

Online publications:

http://www.architonic.com/ http://www.designboom.com/
http://www.dezeen.com/ http://www.pinterest.com/dezeen/
http://www.ideo.com/ http://www.hcdconnect.org/
http://www.core77.com/ *http://interactions.acm.org/

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