

IFI7161	Design Theory and Methodology		
Study load: 4 (EAP/ECTS)	Load of contact hours: 18	Study semester: autumn	Assessment/Exam Examination
Objectives:	The goal of this course is to help students to gain a deeper understanding of designing as a problem solving activity in a specific context. The course offers Design Theory and Methodology as a framework that integrates theoretical concepts from different fields, which all contribute to the process and thus to the product. Lectures, discussions and assignments help the students to develop the ability to think critically about the design process and thus to improve their own design processes and methods.		
Course outline:	<ol style="list-style-type: none"> 1. 'Design Theory' provides an overview of different approach to what design is all about: as science, as design thinking, as a social process and as art. 2. 'Structuring the Design Process' looks at the historical development of design methodology. We also address fundamental questions about design methodology: What is the use of methods? What is the value of methods? What are the differences between 'traditional' approaches and 'modern' methods? 3. 'Designing as Problem Solving' refers to different implications of designing as complex problem solving; requirements of coping with complex problems and limitations of human information processing will be discussed. 4. 'The Designer' focuses on how specific characteristics of the designer such as experience influence how designers think and act. Case-study material of design processes will be analyzed in order to gain an understanding of different strategies in thinking and acting. 5. 'Design teams' addresses the specific challenges of teams in New Product Development and the conditions that help design team to be effective. 6. 'Design research' focuses on different design research methodologies, incl philosophies, methods and tools. 		
Learning Outcomes:	<p>The student knows / can / is able to:</p> <ul style="list-style-type: none"> " outline the history and development of the subject of Design Theory and Methodology. " discuss Design Theory and Methodology as a framework for analyzing, understanding and explaining designing as human activity. " explain the difference between models, theories, and practice of designing and to think critically about the value of all three. " reflect consciously and critically on their own personal methods of designing. 		
Assessment Methods:	The final grade is determined by Assignment 1 (weight: 15%) + Assignment 2 (weight: 15%) + Assignment 3 (weight: 15%) + Assignment 4 (weight: 25%) + Assignment 5 (weight: 30%)		
Teacher(s):	Ruth-Helene Melioranski		
Subject name in Estonian:	Disaini teooria ja metoodika		

Prerequisite subject(s):	-	
Compulsory Literature:	Will be given during the course	
Replacement Literature:	To be discussed with the teacher.	
Participation and Exam requirements:	Participants are expected to prepare for classes by undertaking the assigned, readings etc. The quality of class participation and group interaction will be used as a supplementary input to the grading process.	
Independent work:	<p>1. Interviews with designers about the design process, tools and methods they use in their professional practice</p> <p>Aim: To get to know how professional designers work, what kind of processes, tools and methods they use.</p> <p>2. Blueprint</p> <p>3. GIGA-mapping</p> <p>4. A presentation based on a given theoretical text</p> <p>5. Design brief</p>	
Grading criteria scale or the minimal level necessary for passing the subject:	Prerequisite for the grade is participation in 75% of classes and concluding required assignments	
Information about the course:	Date and time	Form of study and course content by topic
	6.09 kell 10.00 - 12.30	1. Defining design; historical overview of the development of design theory. Lecture and discussion. Blueprinting exercise
	4.10 kell 10.00 - 12.30	2. Design processes, methods and tools. Lecture and discussion. Analysing exercise
	1.11 kell 10.00 - 11.30 ja 14.00 - 16.30	3. Design management. Design brief. Lecture and discussion; students' presentations; Design research. GIGA-mapping exercise
	29.11 kell 10.00 - 13.00	4. Design in policies and strategies. Lecture and discussion; students' presentations
	13.12 kell 10.00 - 12.30	5. Contemporary design paradigmas like user-centred design, inclusive design, social design. Lecture and discussion; students' presentations
