

SYLLABUS

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VA453/553

Design Thinking

with Gözde Oral
Wed 13:40-16:30
Fall 2021

IMPORTANT!

Design Thinking will be given in-class and on the scheduled day and time; video-recordings will not be available.

Physical attendance is expected.

Only students who present the university administration with an official health report exempting them from physical attendance will be allowed to follow online.

WHO IS THIS COURSE FOR?

Senior year undergraduate and graduate students who have a genuine interest in the topic. Non-VCD applicants must have a minimum GPA of 2.5 and are advised to have taken at least one VCD course for consideration.

INTRO

“Design Thinking” stems from the growing interest in how designers employ different methodologies to think about and solve problems, and aims to use these methods to find human-centric, creative, feasible and sustainable solutions to some of humanity’s most pressing problems. It involves the adaptation of an iterative, collaborative and constructive processes between different disciplines and areas of expertise, focusing as much on asking the right questions as on answering them.

STRUCTURE

This introductory course is comprised of presentations, open discussions, exercises, weekly assignments, screenings and group work (if applicable). Advanced knowledge of design software is not necessary, but students are expected to be able to present their ideas in written and visual format. Assignments, resources and recommended reading will be available on to students on SUCourse.

SCHEDULE

The course begins with looking at the act of creating as a basic human need and asking ourselves “Why do we create?” It continues with a look at what design means is in an age where “everyone is a designer.”

Questions as to what ‘good’ design is, how concepts, perceptions and expectations change over time, become obsolete, redefined, even reborn via new constructs and connections are tackled.

Basic design thinking methodology and exercises are introduced to generate creative ideation followed by a case-study wherein students implement their knowledge to propose possible solutions.

INTENDED OUTCOME

- Understanding and appreciation the role of design
- Development of creative and critical thinking abilities
- Use of design methodology to better understand and resolve problems

GRADING CRITERIA

- 45% assignments
- 45% case-study
- 10% attendance + class participation

APPOINTMENTS

Personal appointments must be scheduled in advance and will take place on Zoom, due to Covid precautions.

NOTE

The syllabus is subject to change, shifts and adjustments by the instructor.