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# COLLEGE OF IMAGING ARTS & SCIENCES

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## -----TOPIC OUTLINE FORM-----

**Shell courses have very flexible course outlines that allow instructors to develop a specific focus and content for their particular Topic offered within the Shell.**

In order for a new Topic within a Shell course to be scheduled, a completed, approved digital version of this form must be submitted to the Scheduling Officer by the scheduling deadline date for the term in which the topic will be offered. **No late submissions will be accepted.**

**Procedure for proposing a new Topic:**

1. Faculty proposing to offer a new Topic will complete this form and forward electronically to the Program Chairperson or Graduate Director for electronic approval.
2. The Program Chairperson or Graduate Director then secures the electronic approval of the school's Administrative Chair.
3. The Administrative Chair electronically forwards the form to the CIAS Curriculum Committee Chair (CIAS CCC) for review.
4. If electronically approved by the chair of the CIAS CCC this form will be forwarded electronically to the CIAS Scheduling Officer for processing. The Scheduling Officer will send an electronic copy to the to the school's representative on the appropriate CIAS College Curriculum Committee.

**COURSE # and TITLE: TOPIC: IDDE-520 The Studio 2.0 – Industrial Design Exploratory Studio**

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**Proposing faculty:** Gary Molinari **Date:** 11/19/15 – revised 12/8/15, 12/14/15

School of Design

**School:** \_\_\_\_\_ **Program:** Industrial Design

**1st term offered:** 2155

Online  
 Repeat for Credit  # Times

**1.0 Course Designations and Approval**

Required course approval	Electronic Signature	Approval Granted Date
Program Chair/Graduate Director	<i>B.A. Leonard</i>	11/19/2015
School Administrative Chair	Peter Byrne	12/14/2015
College Curriculum Committee Chair	Robin Cass	12/17/15

**2.0 Course information:**

<b>Topic title:</b>	Studio 2.0 – Industrial Design Exploratory Studio
<b>Topic proposed by:</b>	Gary Molinari
<b>Effective term scheduled:</b>	2155

*In the sections that follow, please use sub-numbering as appropriate (eg. 3.1, 3.2, etc.)*

**3.0 Goals of the TOPIC:**

To provide students with a means to develop product or product systems concepts within the industrial design specialty with a focus of diving deeper into specific skill areas including but not limited to:

- 3.1 Design research methodologies that would focus on complex problems, information gathering
- 3.2 Concept design best practices including design exploration, mind-mapping and brainstorming
- 3.3 Design refinement, prototyping, testing and iteration
- 3.4 Product/system documentation using best practices such as CAD, rendering, product part specifications and photography to fully document the design so that a separate entity (not the student) could produce a pre-production

sample.

#### 4.0 Course description (course title includes topic)

**Course number:** IDDE 520

**Name of Course & Topic – Long Title:** The Studio 2.0 – Industrial Design Exploratory Studio

**Name of Course & Topic – Short Title** (33 characters): The Studio 2.0: Exploratory ID

The course, Industrial Design Exploratory Studio, focuses on implementing developing ideas in art, design and craft. The specific subtopics for this course will vary each time it is taught. As a result, this course may be repeated. The topic will be determined by the instructor and student. The subtopic cannot be repeated. Potential topics may include the creation of public spaces, products, analog and digital fabrication, furniture, inter-disciplinary collaborations, etc.

This class, The Studio 2.0: Exploratory ID will address themes and methods to further hone the skill sets of industrial design seniors such that a final, well documented deliverable could produce a tangible pre-production representation of the design. Final design models depicting form, floor plans, workflow, human factors and user interaction are an expected outcome. A works-like model is an optional deliverable for the course.

#### 5.0 Possible resources (texts, references, computer packages, etc.)

- 5.1 Texts – hard copy and digital
- 5.2 Expert Opinion sourced from individual and digital resources
- 5.3 CIAS 3D Printing Lab
- 5.4 Industrial Design Studio
- 5.5 Industrial Design Computer Lab
- 5.6 Wallace Center
- 5.7 Simone Center

#### 6.0 Topics (outline):

Students will propose an area of study consistent with their employment targets and subsequent portfolio needs such as consumer electronics, soft goods and apparel, transportation, medical, health and wellness, food preparation, living spaces, outdoors, disaster relief, farming, etc. Subtopics for the project will include but are not limited to the following:

- 6.1 A working title: *What do you want to learn?*
- 6.2 Project Description: *What is your project about?*
- 6.3 Background and rationale for the project: *How will this project help you in your job search or placement in a graduate program?*
- 6.4 Objectives: *State your goals? This will include project as well as professional goals.*
- 6.5 Process Plan: *What will you be doing to accomplish 6.4 above? Use the four subdivisions of Design Thinking – 1) Research, 2) Divergent concept development, 3) Convergent concept refinement and iteration and 3) Documentation*
- 6.6 Deliverables: *What will you deliver to the faculty to demonstrate completion of the project.*

#### 7.0 Intended course learning outcomes and associated assessment methods of those outcomes

(please include as many Course Learning Outcomes as appropriate, one outcome and assessment method per row).

Course Learning Outcome	Assessment Method
7.1 Define elements of the content covered. <i>Using Design Thinking as the structure, students will present research ideas and refinements in a collegial environment</i>	Discussion
7.2 Apply knowledge gained in projects. <i>Team/class feedback will be applied to the project in ways that are true to the project statement and the expressed user needs uncovered in the research phase. This process is iterative and prototyping is expected.</i>	Project/Critique
7.3 Present and defend the results of the projects. <i>A key success factor is a strong documentation package or 'tech-pack' that would enable a third party enabler to successfully make the design.</i>	Project/Critique/Successful Completion of a Design

### **8.0 Program outcomes and/or goals supported by this course**

- 8.1 Develop the aesthetic sensitivity, technical competence, social and environmental awareness and analytical thought to design solutions to improve social, economic, environmental and global challenges.
- 8.2 Obtain hands-on experience in graphic visualization, technical drawing, model making and rapid prototyping techniques.
- 8.3 Understand the role of design in culture and commerce.

**10.0 Required Resources** - Identify all resources needed to effectively teach this class and what students will need to complete the assignments. (Please provide detailed list of equipment, software, computer lab, data storage/retrieval requirements, special classroom, studio, shop, wet lab, work space or media requirements)

10.0 Similar to ID Studio in the major

**Approval request date:** This is the date that the college curriculum committee forwards this course to the appropriate optional course designation curriculum committee for review. The chair of the college curriculum committee is responsible to fill in this date.

**Approval granted date:** This is the date the optional course designation curriculum committee approves a course for the requested optional course designation. The chair of the appropriate optional course designation curriculum committee is responsible to fill in this date.