商設系 2年級 課號 / 班別 02U00051 / A
學分數 3學分 選 / 必修 必修
科目中文名稱 商品設計與開發 (一) 科目英文名稱 Product Design and Development
主要授課老師 龍希文 開課期間 一學年之學期
人數上限 65人 已選人數 54人

一、教學目標 (Objective)
Objects are bound to the state of craft: the materials, processes and cultures of production. The skilled practice of making – craft – is shaped as much by technological advancements as by cultural perspective. Future Craft considers how the processes of design and production can be used to reflect new social values and to change dominant cultural practices, addressing design as both a process and a result of a process, influenced by technological developments, the socio-economic constraints of the manufacturing process, and the cultural context that gives rise to the need for objects.

二、先修科目 (Pre Course)
Design Sketch; Model Making

三、教材內容 (Outline)
This course will outline a future state of craft through a studio-based critical exploration of processes of contemporary craft and emerging themes in design. Each week we will explore the scope of influence of design through reading, discussion and hands-on prototyping of objects – products, furniture, and fashion – to create a discourse reflecting how methods for creation and production link directly to objects as artifacts of culture. Throughout the course we will strive to make new things by uncovering new ways of making. Global thinking will frame craft in terms of supply chain, sustainability, design for development and open design processes. We will refer to product ethnography and cultural probes, investigating how our perception, interpretation and expectation of objects is also evolving.

四、教學方式 (Teaching Method)
The course will be a mixture of studio design work, both in and out of class, and lectures, readings, discussion and critique. Students will be introduced to a number of fabrication techniques, design processes and new materials, and expected to produce object-scale prototypes. Through a combination of producing objects and engaging in critical reflection, students will be encouraged to develop a design practice which innovates technically in process and materials as well situates their work in the context of contemporary culture and technology. Together with physical practice, students will document and share their projects through on-line social networks and develop virtual identities to engage in open design.

Product Design and Development [Hardcover]
Karl T. Ulrich (Author)
Steven D. Eppinger (Author)
五、参考书

目

(Reference)

Hardcover: 320 pages
Publisher: Mcgraw-Hill College; First Edition edition (January 1995)
Language: English
ISBN-10: 0070658110
Product Dimensions: 9.5 x 7.5 x 0.8 inches
Shipping Weight: 1.4 pounds

六、教学进度

(Syllabi)

2010/9/17 Introduction to the class
2010/9/24 Virtual Guilds
2010/10/1 Product Ethnography & Cultural Probes
2010/10/8 Bigger, Slower, Cheaper
2010/10/15 Open Design
2010/10/22 Life Cycle Design
2010/10/29 Design for the Environment
2010/11/5 Material Inventions / Bamboo workshop
2010/11/12 Mid-Exam
2010/11/19 Form, Function and the new Body
2010/11/26 Form, Function and the new Body
2010/12/3 Mass Craft/Shoe Workshop
2010/12/10 Mass Craft/Shoe Workshop
2010/12/17 Vision-Based Design and Systems Thinking
2010/12/24 Vision-Based Design and Systems Thinking
2010/12/31 Discussion and Progress Review of Final Project
2011/1/7 Final Project Presentation
2011/1/14 Final-Exam

七、评量方式

(Evaluation)

Present, homework, Mid-exam, and Final-exam

八、讲義位址

(http://)

九、教育目标

2. 培養學生具備轉化文化與科計創意為設計的執行能力