DES 225 > STUDIO PRACTICE IN DESIGN > FALL 2017 > SYLLABUS

Liz Li, MFA, 2015

DESCRIPTION

Students work together on a collective project to experience the multiple phases of design through an iterative process. Design projects will be geared towards relevance in contemporary social, cultural and political contexts.

OVERVIEW

This collaborative design studio is intended to introduce students to graduate level research based design practice. This will involve focusing students' efforts towards a common issue, approaching that issue through a series of creative and critical design exercises, and producing a collaborative design exhibition that addresses relevant needs. Students will work iteratively testing their concepts through a range of techniques and getting feedback from relevant stakeholders. Through the design process, students will develop a common set of skills as well as share existing skills

The studio project will be divided into several phases that allow individual and group work. Guest presentations and guest critics, each important facets of a critical design practice, will also inform the studio. Methods will include both "fast" and "slow" techniques, two and three dimensional work, and physical and digital work.

GOALS

Explore a range of design methods

Work in a creative, rigorous and critical manner

Practice across mediums, including analog and digital, with a high level of craft

Work effectively and efficiently across multiple platforms

Develop and articulate a clear rationale for your design process and decisions

Develop work that is cross-disciplinary

Collaborate with other class members (and beyond, including topical experts, community members and
    potentially policy makers)

Communicate clearly and confidently about your design work

REQUIREMENTS

Readings from a variety of sources available from our class website

The nature of a studio course is that you work with a range of materials and techniques, therefore it is difficult to provide an exact cost amount, but you should expect to spend around $150 or more on related expenses that may include the following: printing/presentations ($50-75), online course material ($20), laser cutting/3d printing ($40), and model making ($40)

Most of this course will require you to work digitally, so it is generally suggested for you to bring a laptop to class. In addition, you may choose to build physical models to enhance some of the digital work. Below is a recommended list of materials you should have access to:

Digital camera

Sketchbook, tracing pad/roll, markers

X-acto knife and no. 11 blades (keep blades sharp!...consider purchasing in packs of 100)

Vinyl cutting matte (to save drawing-board surfaces)

Steel ruler with a non-slip cork backing (primary cutting edge)

Steel triangle (for angle cuts)

White drafting tape

White glue (primary adhesive; keep in a pool on a scrap board to air dry for working thickness, apply sparingly with a cardboard strip to material edge.

SEE YOU

Mondays and Wednesdays / 9-11.50AM / CRUESS 256

SEE ME

Wednesdays, noon-2PM: gadrew@ucdavis.edu / 415.282-8090 (I ♥ txt msgs, but pls identify yourself)

To contact me, first try email, then text, then voice

GRADING POLICY

Attendance / participation   20%

Attendance is required for all classes unless instructed otherwise. Please be on time for all classes, lectures, studio work, field trips and critiques. If you are not on time and consistently late this will lower your final participation grade by 0.5 pt. for each occurrence. Remain for the entire duration of the class unless excused. Please email me in advance with a valid reason prior to missing a class

Workshop   10%

Project assignments   34%

Final project   36%

PRESENTATIONS AND CRITIQUES

Please attend all presentations and meet the deadlines. Late work will not be accepted and you will forfeit a grade. It is better to present an incomplete project for feedback than not at all. Bring the same level of creativity to your presentations that you do to your design work

GRADING CRITERIA

Grades are determined by:

> quality of work, methodology, process, and level of rigor
>
> ability to explore, develop and refine a wide range of solutions
>
> ability to clearly communicate your ideas through presentations
>
> active participation, both in critiques and studio work sessions
>
> response to criticism
>
> craft and professionalism
>
> attendance and completing assignments by the specified deadlines

Your final grade is not necessarily an accumulation of assignment grades,
but rather a weighted consideration of the above

CLASSROOM PROTOCOL

Please be sure to use the restroom before class and bring water if you need. Do not eat food or any other substances during class as this may disturb your classmates. If you are a "loud and slurpy" drinker, please don't drink during class. No personal communication through your devices during class

DIVERSITY, ACCESSIBILITY AND INCLUSION

Students with all types of learning styles and needs are welcome in this course. If you have a consideration that might require accommodation, please do not hesitate to approach me or to consult with the Student Disability Center (http://sdc.ucdavis.edu/)

If you find yourself in need of physical or mental health accommodation please consult with Student Health and Counseling Services (https://shcs.ucdavis.edu/)

PLAGIARISM

Plagiarism and cheating of any kind in the course of academic work will not be tolerated. Academic honesty includes accurate use of quotations, as well as appropriate and explicit citation of sources (including all images). These standards of academic honesty and citation of sources apply to all forms of academic work (written, visual and presentation)

Compromising your academic integrity may lead to serious consequences, including (but not limited to) one or more of the following: failure of the assignment, failure of the course, academic warning, disciplinary probation, suspension or dismissal from the university

Students must receive prior permission from instructors to submit the same or substantially overlapping material for two different assignments (including from different courses). Submission of the same work for two assignments without the prior permission of instructors is plagiarism

UC Davis policies on academic integrity can be found here: http://sja.ucdavis.edu/