



<b>Course name</b>	<b>Philosophy and Theory of Design</b>
<b>Entity running the course</b>	Faculty of Interior Architecture and Design
<b>Entity for which the course has been prepared</b>	Department of Design
<b>Course type</b>	Core / obligatory
<b>Year of study / semester, type of studies</b>	Year I, sem. I and II, full-time master's degree
<b>ECTS credits</b>	1 point ECTS per semester
<b>Academic tutor</b>	ass. prof. Stanisław Lose, PhD
<b>Aim of the course</b>	Introducing students to independent thinking of design, especially in the area of expressing knowledge necessary for making design decisions and presenting one's own projects.
<b>Prerequisites</b>	Having completed the course of art & aesthetics history.
<b>Learning outcomes:</b>	
<b>- knowledge</b>	Student gains basic knowledge about designer's role in the society – their place in modern work market and psycho-physiological and cultural basis of creative processes.
<b>- skills</b>	Ability to methodically use knowledge in a designer's practice; ability to verify stages of a design process; ability to independently judge the phenomena which occur in the area of design.

<p><b>- personal and social competence</b></p>	<p>Theoretical preparation for working with design teams from different specialties; ability to define design subjects, their judgement, to determine social needs in the area of design.</p>
<p><b>Course content</b></p>	<p>Plato's tripartite theory. From Plato's idea of philosopher's rule to modern designer's domination. The role of knowledge in design. Structural thinking and linear creation. Art and design. What are designers needed for. Human needs according to A.Maslow and T.Kocowski. The supreme need of vulnerability. Vulnerability and order. Construction of an urban society. Social system. Work division. Author's and addressed work. Multi phases of social structures. Dialectics of creativity. Places of vulnerability. The context of a workplace as a place which is safe and vulnerable. Vision – psycho-physiological aspects of design; central and peripheral vision. Human energy – placements of energetic potential. Inventive methods – dialectics of an inventive process. The role of diffusion in the development of design. Universal design by Ronald Mace.</p>
<p><b>Course form and number of course hours</b></p>	<p>First semester – lectures, second semester – lectures and discussions (individual presentations).</p>
<p><b>Assessment methods and criteria</b></p>	<p>Assessment based on a written work and individual presentation.</p>
<p><b>Assessment type</b></p>	<p>Graded pass</p>
<p><b>Literature</b></p>	<p>Recommended: R. Banham: Rewolucja w architekturze WAI F 1979; A. Pawłowski: Inicjacje 2007; J. Krupiński: Zwiednie. Ontologiczne podstawy projektowania, 1993; J. Krupiński: Wzornictwo/Design; M. Rosińska: Przemysleć użycie. Projektanci. Przedmioty. Życie społeczne, 2010; M. Krajewski (red.): Hand - made. 2009. J. Kowalewski (red.) Rzeczy i ludzie,. Humanistyka wobec materialności, 2008.</p>
<p><b>Teaching aids</b></p>	
<p><b>Language of instruction</b></p>	<p>Polish</p>