AKADEMIA SZTUK PIĘKNYCH
IM. EUGENIUSZA GEPPERTA
WE WROCŁAWIU

Course name	**Kinetic Design**
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Departmet of Design
Course type	Core / obligatory / optional
Year of study / semester, type of studies	Year II, sem. III, full-time master's degree
ECTS credits	15 pts ECTS
Academic tutor	Ac. Prof. Piotr Jędrzejewski, ass. tutor Piotr Stocki, MFA
Aim of the course	Teaching the student advanced design skills in the area of design: analysis and synthesis of technical objects, learning to communicate using hand drawing, shaping sensitivity to environment and learning to creatively search for inspiration. Learning the habit of conscious verification and review of one's own concepts at every stage of design process.
Prerequisites	Precise interest in questions of design in the areas where construction and motion are closely related with outside form, basic ability to present one's concepts in form of hand drawings and one's favourite 3D design program (3D Max, Rhinoceros, Fusion 360) and determination in constant improvement of one's skills. Knowledge of the basic industrial technologies.
Learning outcomes:	
- knowledge	Student gains deeper knowledge in the area of working methods with concept design projects, where motion is an important element of the designed product. Learns the ways of recording and visualizing the objects. Learns the questions connected with technologies of prototyping and production.

- skills	Student learns the advanced skills in the area of analyzing form and function of a technical object using hand drawing and 3D software, generating new design solutions, recording concepts and documenting projects. Learning the habit of regular work, understanding of arguements and creative responding to new information. Ability to find inspiration in the surrounding world, e.g. science, technology, art, etc.
- personal and social competence	Student can work in team. Has the ability to observe changes which occur in their environment. Consequently verifies their work through experience, persistence and readiness to learn from mistakes. Achieving balance between science, art, logics and imagination.
Course content	During classes students take up a subject connected with the workshop's profile. In the first semester various earlier skills are taken into account. We create a functional model of the project, which verifies the correctness of the solutions, especially in case of kinetic design. During the design process we take into account all aspects of creating a new product. Functional, construction and economic aspects as well as social impact problems.
Course form and number of course hours	Classes in the design workshop: conversations and individual consultations, lectures, meetings, design workshops.
Assessment methods and criteria	50% executing assignments / activity during classes / working reviews 50% open review
Assessment type	Examination review
Literature	Bhaskaran Lakshmi, “Design XX wieku. Główne nurty i style we współczesnym designie”, ABE Dom Wydawniczy, Warszawa 2006. Archer Bruce L., "Systematyczna metoda projektowania przemysłowego", IWP Biblioteka Wzornictwa 7'87, Warszawa 1987 Coveney Peter, Roger Highfield ,,Granice złożoności”, Prószyński I S-ka Warszawa 1997 Dyson George, “Darwin wśród maszyn”, Prószyński I S-ka 2005 Gelb Michael J. ‘’Myśleć jak Leonardo Da Vinci’’, Dom Wydawniczy Redis, Poznań 2004 Gelernter David, "Mechaniczne piękno", Wydawnictwo CIS, Warszawa 1999 Ginalski Jerzy, M. Liskiewicz, J. Seweryn, "Rozwój nowego produktu", Akademia Sztuk Pięknych w Krakowie, Wydział Form Przemysłowych, Gropius Walter, „Pełnia Architektury”, Wyd. Karakter, Kraków 2014 Hall Edward T., "Ukryty wymiar", Muza SA, Warszawa 2003 Kotler Philip „Marketing”, Dom Wydawniczy Rebis 2012 Rychter Witold - "Dzieje samochodu", Wyd. Komunikacji i Łączności, Warszawa 1987 Sparke Penny, „Design. Historia wzornictwa”, Wydawnictwo Arkady, Warszawa 2012 Sudjic Deyan, „B jak Bauhaus. Alfabet współczesności”, Wydawnictwo Karakter

Teaching aids	2014 Sobel Dava „W poszukiwaniu długości geograficznej”, Zysk i S-ka, 1998 Tjalve Eskild, "Projektowanie form wyrobów przemysłowych", Arkady, Warszawa 1984 „WIDZIEĆ/WIEDZIEĆ. Wybór najważniejszych tekstów o dizajnie”. red. Przemek Dębowski, Jacek Mrowczyk, Wydawnictwo Karakter, Kraków 2011
Language of instruction	Polish; communication in English possible