



Course name	Automotive Design
Entity running the course	Faculty of Interior Architecture and Design
Entity for which the course has been prepared	Department of Design
Course type	Core / obligatory
Year of study / semester, type of studies	Year III, sem. VI, full-time bachelor's degree
ECTS credits	18 + 10 pts ECTS
Academic tutor	Prof. Wilhelm Semaniszyn, ass. tutor Wojciech Wesolek, ass. tutor Grzegorz Rozwadowski
Aim of the course	Advanced knowledge in the area of automotive design; realization of the bachelor diploma work.
Prerequisites	Having the introductory classes completed: basics of design, presentation techniques, computer assisted design, hand drawing as a form of communication. Ability to notice and reveal design problems in human surroundings; ability to search for, and make use of, different sources of inspiration.
Learning outcomes:	
- knowledge	Advanced knowledge in the area of automotive design, especially the design of the body of passenger cars and transporter cars. Consequent reviews of knowledge through experimentation, consistence and readiness to learn from mistakes. Reaching the balance between science, art, logical thinking and imagination. System thinking.
- skills	Advanced knowledge of working techniques: hand drawing (sketching),

	<p>knowledge of computer software, ability to find inspiration in the surrounding environment, e.g. science, technology, art, etc.</p>
- personal and social competence	<p>Student can work in team. Can observe the changes in their surroundings.</p>
Course content	<p>Students learn to design a utilitarian car. The design activities begin with deep analysis of its functions, including ergonomics aspects. Based on the analysis, students design a car in a possibly optimal manner by fulfilling the expectations of modern style trends. During the semester students also realize a few case tasks which aim to shape the ability of quickly responding to a large amount of initial concept designs and ability to choose from them.</p>
Course form and number of course hours	<p>Classes in a design studio: conversations and individual consultations, lectures, meetings, workshops.</p>
Assessment methods and criteria	<p>20% executing assignments / activity during classes / working reviews / individual student's development 50% realization of bachelor diploma work 30% work quality / creativity / visual presentation</p>
Assessment type	<p>Diploma exam</p>
Literature	<p>Michael Gelb, „Myśleć jak Leonardo” Jerzy Ginalski, Marek Liskiewicz, J. Seweryn, „Rozwój nowego produktu” Quentin Willson, „Cars a celebration” Warco Ruiz, „Encyklopedia Samochodów” Serge Bellu, „500 Voitures Extraordinaires” Gierczak Józef, „Fenomen auta w przestrzeni”</p>
Teaching aids	
Language of instruction	<p>Polish; communication in English, French and Russian possible</p>