



<b>Course name</b>	<b>The Design of Everyday Things</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 III, sem. V, full-time bachelor's degree
<b>ECTS credits</b>	10 pts ECTS per semester
<b>Academic tutor</b>	assoc. prof. Agata Danielak - Kujda
<b>Aim of the course</b>	Developing skills in the area of design of everyday things; realizing tasks of various complexity level, taking into account complexity of the project (functional requirements, construction, technology, economy, aesthetics), realization of an individual diploma task.
<b>Prerequisites</b>	Ability to search for, and use various design problems in human surroundings. Knowledge of using different sources of inspiration. Knowledge of basic rules of making technical drawings and using measuring tools. Knowledge of a 3D modelling program, its functions and tools.
<b>Learning outcomes:</b>	
<b>- knowledge</b>	Student gains basic knowledge in the area of design of everyday things.
<b>- skills</b>	Student learns to analyze and synthesize in a design project, can correctly interpret and judge subsequent stages of project realization, can prepare a simple documentation and raw material in a form suitable for a given prototyping technology.

<b>- personal and social competence</b>	Student can independently prepare a verbal presentation; actively participates in discussions, gains competence in understanding the specific aspects of design.
<b>Course content</b>	Analysis of a given subject, choice of work methods, synthesis of the collected material; defining the area of problems, including all required contexts, e.g. cultural, technical, functional, material, etc. Preparing different solutions, realization of a chosen project (sketches and concept models, graphic design, realization of a model, verbal and multimedia presentation).
<b>Course form and number of course hours</b>	Individual „master-apprentice” classes, group discussions, presentations, specialist consultations, reviews; 105 hours per week.
<b>Assessment methods and criteria</b>	70% executing assignments / project realization / working reviews / activity during classes 30% public presentation
<b>Assessment type</b>	Examination review
<b>Literature</b>	Michał Gradowski Dawne złotnictwo. Technika i terminologia Yi-Fu Tuan „Przestrzeń i miejsce” Warszawa 1987 Janusz Krupiński "Wzornictwo/design. Studium idei " red. Marek Krajewski "Handmade. Praca rąk w postindustrialnej rzeczywistości." Gelernter David, "Mechaniczne piękno", Wydawnictwo CIS, Warszawa 1999
<b>Teaching aids</b>	
<b>Language of instruction</b>	Polish; communication in English possible