



<b>Course name</b>	<b>Kinetic 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 / optional
<b>Year of study / semester, type of studies</b>	Year II, sem. IV, full-time bachelor's degree
<b>ECTS credits</b>	6 pts ECTS
<b>Academic tutor</b>	Ac. Prof. Piotr Jędrzejewski, ass. tutor Piotr Stocki, MFA
<b>Aim of the course</b>	Teaching the student basic design skills: analysis and synthesis of technical objects, learning to communicate using hand drawing, shaping sensitivity to environment and learning to creatively search for inspiration.
<b>Prerequisites</b>	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 determination in constant improvement of one's skills.
<b>Learning outcomes:</b>	
<b>- knowledge</b>	Student gains 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.
<b>- skills</b>	Student learns the basic skills in the area of analyzing form and function of a technical object using hand drawing, generating new design solutions, recording concepts and documenting projects. Learning the habit of regular work, understanding of arguments and creative responding to new

	information.
<b>- personal and social competence</b>	Student can work in team. Has the ability to observe changes which occur in their environment.
<b>Course content</b>	Students take up the subject of analysis and understanding of simple objects and their functioning, where motion is a core element. Based on this analysis, students form their own prerequisites and begin the design process using hand drawing, simple models and 3D software.
<b>Course form and number of course hours</b>	Conversations and individual consultations, lectures, meetings, design workshops.
<b>Assessment methods and criteria</b>	50% executing assignments / activity during classes / working reviews 50% open review
<b>Assessment type</b>	Graded pass
<b>Literature</b>	<p>Bhaskaran Lakshmi, "Design XX wieku. Główne nurty i style we współczesnym designie", ABE Dom Wydawniczy, Warszawa 2006.</p> <p>Archer Bruce L., "Systematyczna metoda projektowania przemysłowego", IWP Biblioteka Wzornictwa 7'87, Warszawa 1987</p> <p>Coveney Peter, Roger Highfield „Granice złożoności”, Prószyński I S-ka Warszawa 1997</p> <p>Dyson George, "Darwin wśród maszyn", Prószyński I S-ka 2005</p> <p>Gelb Michael J. "Myśleć jak Leonardo Da Vinci", Dom Wydawniczy Redis, Poznań 2004</p> <p>Gelernter David, "Mechaniczne piękno", Wydawnictwo CIS, Warszawa 1999</p> <p>Ginalski Jerzy, M. Liskiewicz, J. Seweryn, "Rozwój nowego produktu", Akademia Sztuk Pięknych w Krakowie, Wydział Form Przemysłowych,</p> <p>Gropius Walter, „Pełnia Architektury”, Wyd. Karakter, Kraków 2014</p> <p>Hall Edward T., "Ukryty wymiar", Muza SA, Warszawa 2003</p> <p>Kotler Philip „Marketing”, Dom Wydawniczy Rebis 2012</p> <p>Rychter Witold - "Dzieje samochodu", Wyd. Komunikacji i Łączności, Warszawa 1987</p> <p>Sparke Penny, „Design. Historia wzornictwa”, Wydawnictwo Arkady, Warszawa 2012</p> <p>Sudjic Deyan, „B jak Bauhaus. Alfabet współczesności”, Wydawnictwo Karakter 2014</p> <p>Sobel Dava „W poszukiwaniu długości geograficznej”, Zysk i S-ka, 1998</p> <p>Tjalve Eskild, "Projektowanie form wyrobów przemysłowych", Arkady, Warszawa 1984</p> <p>„WIDZIEĆ/WIEDZIEĆ. Wybór najważniejszych tekstów o dizajnie”. red. Przemek Dębowski, Jacek Mrowczyk, Wydawnictwo Karakter, Kraków 2011</p>

**Teaching aids**

**Language of instruction**

Polish; communication in English possible