

# NIRMA UNIVERSITY

## Department of Design

(B.Des. )

(1st Year / Semester 1)

L	T	P	C
		7.5	5

<b>Course Code</b>	<b>DPR111</b>
<b>Course Title</b>	<b>Design and Environment</b>

### Course Learning Outcomes (CLO):

To understand the process of design and be able to find solutions to simple problems in our immediate environment. The focus is on being able to identify problems and find needs.

### Syllabus:

Teaching hours:112.5

Introduction to Design and its eco-system

Design Relevance: Exposure and analysis

Introduction to the process of Design

Inquiry and observations

Documenting activities and environments

Talking and conversing with users

Problem identification or need finding

Documentation, report making and presentations

Student put into practice what they have learnt in the other courses during the semester

### Suggested Readings:

D. Norman; The Design of Everyday things, London, The MIT Press, 1998

A Forty; Objects of Desire, Thems & Hudson 1995

J. de Noblet ed., Industrial Design--Reflections of a century, Thames & Hudson, 1993

Julier, G.; 20<sup>th</sup> Century Design, Thames & Hudson, 1993

Potter, Norman; What is a Designer: Things, Places, Messages, Princeton Architectural Press, 2002

Victor Papanek, Design For the Real World

L= Lecture, T= Tutorial, P= Practical, C= Credit

w.e.f. academic year \_2018\_\_\_\_\_ and onwards