

**NIRMA UNIVERSITY**  
**Industrial Design Programme**  
**Bachelor of Design, Department of Design**  
**Year II, Semester III**

L	T	P	C
		7.5	5

<b>Course Code</b>	<b>DPR 216</b>
<b>Course Title</b>	<b>Design Project I: Simple Product Design and Prototype Making</b>
<b>Credits</b>	<b>5</b>
<b>Teaching hours:</b>	<b>112.5 hours</b>

**Course Learning Outcomes (CLO):**

At the end of the course the student will be able to:

1. Design a simple product
2. Create a User-centered design based on User research
3. Prototype and test the product
4. Incorporate feedback received from Users and after Material testing

**Syllabus:**

- Introduction to Product Design
- Introduction to Product Design Process
- Product Analysis of selected product
- Study of existing product with reference to User needs & environment of Use
- Identification of issues with the existing product and stating new requirements to improve the product
- Design Concept Development and Iterations
- Final design Concept and presentation with details of manufacturing
- Final design prototype in 1:1 scale and User feedback

The inputs would be through lectures and presentations on:

- Industrial Design- an overview
- Presentation on Product design process
- Case study of known industrial designers and simple products

**Suggested Reading:**

1. *As little design as possible*, Dieter Rams
2. *Design for the real world*, Victor Papanek
3. *Design and environment*, H. Kumar Vyas
4. *Design: The Indian Context*, H. Kumar Vyas

w.e.f. Academic year \_2018 and onwards

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