

Information sheet for the course Industrial Design II

University: <i>Alexander Dubček University of Trenčín</i>					
Faculty: <i>Faculty of Industrial Technologies in Púchov</i>					
Course unit code: <i>TTN-PV-14</i>			Course unit title: <i>Industrial Design II</i>		
Type of course unit: <i>optional</i>					
Planned types, learning activities and teaching methods: <i>Lecture: 0</i> <i>Seminar: 0</i> <i>Laboratory tutorial: 2 hours weekly/26 hours per semester of study; face to face</i>					
Number of credits: <i>2</i>					
Recommended semester: <i>the 4th semester in the 3rd year full-time form of study</i> <i>the 4th semester in the 3rd year part-time form of study</i>					
Degree of study: <i>the 1st degree of study (Bachelor's degree)</i>					
Course prerequisites: <i>none</i>					
Assessment methods: <i>creative work, semestral or terminal project, predetermined work relating to acquisition of the determined number of credits</i>					
Learning outcomes of the course unit: <i>Student is familiar with fundamental theoretical knowledge relating to creativity as well as skills referring to creation in the sphere of industrial design. He/she has improved his/her knowledge on mutual connection or interconnection between various types of materials and technologies. The main attention is paid to comprehensive approach to the design procedures and process (analysis, design proposals, visual and text-based presentation of the final product). The originality and obtained skills are closely connected with the student's character and perception of the nowadays social aspects with the aim to create or introduce the original and creative design product. He/she has enhanced his/her theoretical as well as practical knowledge relating to comprehensiveness or complexity in the industrial design.</i>					
Course contents: <i>Transport design. Communication design. Technical design. Military design. Energy design. Furniture design. Glass and ceramics. Clothing design. Design in medicine and health service. Design in toy industry. Sport design and sport clothing. Design for special purposes. Final project.</i>					
Recommended or required literature: <i>1. Zdeno Kolesár: Nové kapitoly z dejín dizajnu, SCD 2009</i> <i>2. K. Hubová, Z. Kolesár, A. Kopernická, A. Pekárová: Dizajn na Slovensku 1990-2005, SCD 2006</i> <i>3. Bernd Polster a kolektív: Lexikon moderního designu, Slovart 2008</i> <i>4. Luke Herriott: Design 21.století, Slovart 2007</i> <i>5. Zdeno Kolesár: Kapitoly z dejin designu, VSUP 2009</i> <i>6. David Bramston : Design výrobku, Computer Press 2010</i> <i>7. Charlotte & Peter Fiell: Industrial Design A-Z, Taschen 2006</i> <i>8. Laura Slack: What is Product Design ?, Rockport 2006</i> <i>9. New Product Design, Feierabend Unique Books, 2009</i> <i>10. Graeme Booker, Sally Stone : Co je to interierovy design ?, Slovart 2011</i>					
Language: <i>Slovak</i>					
Remarks: —					
Evaluation history:					
A	B	C	D	E	FX

Lecturers: <i>Mgr. art. Jana Cvetanovová</i>
Last modification: <i>16.03.2015</i>
Supervisor: <i>doc. Ing. Pavol Lizák, PhD.</i>