

Design Theory	
Code	BADO-1-1-08
Prerequisites	Cultural Studies II, Project Work II – Visual Studies
Number of credits	4 semester credits / 6 quarter units
Assessment weighting	100% continuous assessment
Module duration	Semester III – 2 hours/week
Element	Design
Syllabus:	
<p>Philosophy Introduction to philosophy. The history of philosophy. The nature of existence, reality, inquiry, knowledge and wisdom, Logic, ethics, truth aesthetics.</p> <p>Psychology Introduction to psychology. The history of psychology. Abilities, needs & activities of humans. Human behavior - action & reaction in social settings, natural environments and manmade environments.</p> <p>Anthropology Introduction, history, the ascent of man. The human condition; culture, development, diversity, influences, co-existence.</p> <p>Design and Changes Origins of design; unself-conscious and self-conscious processes What is designing? Activities and designers, socio-technological changes Design to specified performance</p> <p>Interior architecture; Concept of inside out; space, function, structure, ergonomic, aesthetics</p> <p>Design process Stages of design process; conduct design process, design management Use of design methods relevant to the stages, Problem stating/problem solving Principles of lateral thinking</p> <p>Design elements Work of masters and design elements; Design approach; traditional and contemporary, Typological research</p> <p>Design for all Social and medical models of disability Bad design disables good design enables Impact assessment; and consultative process Equality and disability legislation</p>	