

## University of Lapland

# ART/TTK - Industrial Design Spring 2024

Code	Name	Credits
<b>ARTIND24S</b>	<b>ART/TTK - Industrial Design Spring 2024</b>	<b>6-47</b>
Open to all students and available in Spring period		3-29
UART1102	<i>Finnish Design</i>	4
UART1105	<i>Introduction to Service Design</i>	5
UART1103	<i>Art and Visual Culture in the North</i>	3
UVAP0162	<i>Adaptation Charting</i>	4
UYLE0227	<i>Independent Photography Studies Seminar</i>	4
FTEK5005	<i>Printing Workshop</i>	3
UYTY0211MOOC	<i>Socially-engaged Arts MOOC</i>	4
UART1106	<i>Participation on Arctic Design Week</i>	2
Only for industrial design students		3-18
MTEO0848	<i>Furniture Design Models</i>	5
UART1104	<i>Arctic Inspiration</i>	3
MTEO0612.1	<i>Industrial Design Advanced Project/ Product Design</i>	10

## ARTIND24S ART/TTK - Industrial Design Spring 2024: 6 - 47 cr.

### Open to all students and available in Spring period: 3 - 29 cr.

### UART1102 Finnish Design: 4 cr.

#### Objectives

At the end of this course student

- has basic knowledge on Finnish design
- can recognize different fields of design culture in Finland
- can apply the understanding of Finnish design in assignments

#### Contents

The design culture in Finland is presented and discussed by using Finnish industrial, graphic, audio-visual, fashion and textile designers and their works as examples. Lectures are given from different fields of design. The emphasis is to introduce the key elements of Finnish design. Students will make assignments in groups, where they will apply their knowledge on Finnish design.

#### Accomplishment methods

Presence during the lectures (80%) and the finished assignment with a presentation.

#### Study methods

Lectures about different fields of Finnish design by using examples. Group assignment, where students are asked to apply their knowledge on Finnish design. Lectures and guided exercises 28 hours, 80 hours independent work.

**Further information**

Max 25 students.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

(0) The performance is very incomplete or incorrect, or contains significant misunderstandings. (1-2) Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

3-4

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings.

5

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The tasks are well written and/or implemented.

**UART1105 Introduction to Service Design: 5 cr.****Objectives**

At the end of this course student - understands the key concepts, methods, process and background of service design - understands service design as a design activity and its link to one's own field of study - has got basics for further method studies and projects on service design

**Contents**

The goal of the course is to give the participant an overview about service design, its key concepts, methods and process. The course will contain both theory and one practical case assignment, or smaller-scale service design tasks

**Accomplishment methods**

Presence during the lectures (80%), finished assignment and a final report.

**Study methods**

Lectures, exercises, design assignment and a final report for a case organization

**Learning material**

More literature information and extra material

Stickdorn, M. and Schneider, J. (Eds). 2010. "This is Service Design Thinking. Basics - Tools - Cases." BIS Publishers. NL.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

5-1 / failed

## **UART1103 Art and Visual Culture in the North: 3 cr.**

### **Objectives**

At the end of the course student is able to- get an idea of culture and environment in North through fine art, contemporary art and community art

### **Contents**

The North presented in fine art, North in the art, art in the North from the community art and environment studies perspective. The course is based on MAAD1102, student can choose to complete one of the courses.

### **Study methods**

Lectures and seminars 21 hours, independent work 60 hours including visits to the exhibitions in Arktikum, in Rovaniemi art museum and other galleries; discussions and an essay on exhibitions.

### **Evaluation scale**

Approved/Rejected

Pass / fail

Fail

The performance is very incomplete or incorrect, or contains significant misunderstandings.

Pass

The students have completed the course task according the demand.

## **UVAP0162 Adaptation Charting: 4 cr.**

### **Objectives**

Learning outcomes

-the application of theory and practice to the exploration of adaptation and change, culture and environment through artistic practice during the student's exchange period.

-to achieve a clearer understanding, through art, of the relationship between culture(s) and environment.

### **Contents**

Theories of adaptation and the exploration of visualization of space and culture via artistic exploration.

### **Accomplishment methods**

None other than to be an exchange student in the faculty of art and design.

### **Study methods**

Seminar, field work and critique 48 hours, independent work 60 hours.

### **Further information**

Max. 15 students.

## **UYLE0227 Independent Photography Studies Seminar: 4 cr.**

### **Objectives**

Learning outcomes

- the application of theory and practice to the exploration of adaptation and change, culture and environment through artistic practice during the student's exchange period.
- to achieve a clearer understanding, through art, of the relationship between culture(s) and environment.

**Contents**

Theories of adaptation and the exploration of visualization of space and culture via artistic exploration.

**Accomplishment methods**

None other than to be an exchange student in the faculty of art and design.

**Study methods**

Seminar, field work and critique. 48 hours, independent work 60 hours.

**Further information**

Max. 15 students.

**FTEK5005 Printing Workshop: 3 cr.****Objectives**

At the end of the course student is able to- understand the basics of printed textile design and direct printing methods and basic printing techniques- make experiments and produce printed fabrics based on student's ideas and design

**Contents**

Basic textile printing methods and techniques. Experimenting and printing fabrics with pigment dyes.

**Accomplishment methods**

Active participation to lectures and guided exercises, successful completion of task.

**Study methods**

36 hours lectures and guided exercises; 45 hours independent work

**Further information**

Additional information

Integration: AGRA0506 Workshop in Graphic Design

Max. 12 students.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

5-1 / failed

**UYTY0211MOOC Socially-engaged Arts MOOC: 4 cr.****Objectives**

This course is offered as a massive open online course (MOOC). It is based on the European Commission-funded research project 'Acting on the Margins: Arts as Social Sculpture' (AMASS, 2020–2023). The MOOC provides an overview of socially engaged arts (SEA). Participants will become familiar with SEA practices and gain an understanding of arts-based processes and practical work, as well as their possible application in different contexts and organisations. The course combines SEA, people-centred design, application of arts-based methods, expert videos and

practical exercises.

This course presents diverse methodologies for mitigating societal challenges through arts-based initiatives. Readings, photos and video lectures based on projects from eight European countries will introduce participants to the strategies and approaches of SEA practices. The course will briefly examine the principles of engaging communities in the arts and the effect of the arts on well-being. The content covers the basic principles of design-driven participatory processes for social innovation in arts-based initiatives, visual storytelling and assessment of arts projects. To join the course, please visit: <https://www.amassmooc.com>

### **Contents**

This course is completed independently at the participant's pace. Participants will perform an independent study, aided by pre-recorded video lectures, presentations, podcasts and readings. Each lesson will offer self-paced learning based on lectures from contributors from the eight AMASS partner countries, and participants can choose the order in which they wish to engage with the lessons. Instructions for course completion will be provided throughout the course.

### **Accomplishment methods**

The 8 lessons, cover the following topics:

- Artistic open form in art education for the deaf: Connecting people – CZECH REPUBLIC
- Introduction to socially engaged art for inclusive communities – FINLAND
- Social media presence of disadvantaged communities: Arts-based interventions and visual storytelling to make their true voice clearly heard – HUNGARY
- Design-driven participatory processes with stakeholders in the arts and culture field – ITALY
- Engaging communities in the arts – MALTA
- How to empower participants through visual storytelling and documentation – PORTUGAL
- European cultural policy and the socially engaged arts – SWEDEN
- Developing positive partnerships in socially engaged arts – UNITED KINGDOM

### **Study methods**

Independent work 108 hours.

## **UART1106 Participation on Arctic Design Week: 2 cr.**

### **Objectives**

After completed the course, students are familiar with

- recent examples of sustainable and responsible design
- Arctic a topic and location of design
- using social media to communicate participation on professional events

### **Contents**

Arctic Design Week is held annually during the third week of March (week no. 12) in Rovaniemi. The long-term umbrella theme for Arctic Design Week is responsibility, which showcases sustainable and responsible design, as well as the most successful business ideas, and most spectacular cultural deeds. Part of the program is open only for invited guests and participants who pay a fee, but part is open to the public: some talks, seminars, exhibitions and workshops.

### **Study methods**

Students participate on open events and produce content to social media publications. Requirement is three videos (max 2 minutes each) to present their experience on open events. Instagram and/or linkedin are used as social media platforms in the course. Introduction to the course (2 hours) before the event and closing seminar (2 hours) after the Arctic Design Week

**Further information**

Timing Week no. 12

Target group Open to all

Pass / fail

Evaluation accepted /rejected

**Only for industrial design students: 3 - 18 cr.**

**MTEO0848 Furniture Design Models: 5 cr.****Objectives**

Getting to know Finnish furniture design and analyzing it. Designing new products and making models at the workshops. The aim is to introduce model / prototype making at the workshops. The goal is to get acquainted with the tools, machinery and safety requirements of the workshops.

**Contents**

Finnish furniture design classics are introduced and analyzed. New furniture design is created based on the analyzes. The model-making workshop and wood workshop are introduced. Designing and making models / prototypes at the workshops.

**Accomplishment methods**

Presence during the lectures and finished assignment. Writing a report. Exhibition of the finished models.

**Study methods**

60 hours lectures and guided exercises, 75 hours independent work.

**Further information**

Max 12 students.

**Evaluation scale**

H-5

**Assessment criteria**

**0-2**

(0) The performance is very incomplete or incorrect, or contains significant misunderstandings. (1-2) Performance is narrow, superficial, or poorly matched to assignment. The performance is limited to listing things in isolation, or dealing with things unilaterally. Execution may contain errors or ambiguities.

**3-4**

Performance corresponds to assignment, demonstrates understanding and the ability to analyze and justify. The whole picture has been formed, but there may be shortcomings.

**5**

The performance outlines a broad entity and the knowledge can be applied multidimensionally or placed in different contexts. Performance demonstrates independent grip and insight. Performance is an intact entity that includes justified self-thinking or critical reflection. The tasks are well written and/or implemented.

**UART1104 Arctic Inspiration: 3 cr.****Objectives**

The Arctic Inspiration Workshop is an introduction to local Lappish culture. The philosophy of arctic lifestyle is discussed and the stories of the arctic area are told. The group will travel somewhere in Lapland. The setting will offer peace, quietness, solitude, pristine nature, light and darkness, fire and warmth, inspiration for designing. The tools for surviving in the arctic wilderness are introduced. The goal is later to be able to organize similar wilderness experience by using rentable cabins ([www.luontoon.fi](http://www.luontoon.fi)) or even in the open air with respect for everyman's rights.

**Contents**

Introductory lecture. Learning independent travel skills. Getting acquainted with the surroundings. Workshop in wilderness. Understanding sustainable way of living. Documentation of workshop experience.

**Study methods**

The students are expected to document the atmosphere and experience of the workshop in images and sound material into social media for example YouTube. The angle will be arctic design and the University of Lapland. Previous videos are found from YouTube with "arctic inspiration" key words.

**Further information**

Additional information

Arctic Inspiration is only for the exchange students of industrial design.

The courses take place outside from Rovaniemi and students might have to pay some travelling costs. Students pay for the food.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

Pass / fail

**MTEO0612.1 Industrial Design Advanced Project/ Product Design: 10 cr.****Objectives**

At the end of this course student

- has basic knowledge industrial design methods and tools
- can recognize companies' ability to use design
- understand meaning of strategic design

**Contents**

Product design project with companies.

**Accomplishment methods**

BA studies in Industrial design.

**Study methods**

Group assignments. Project work 270 hours.

**Evaluation scale**

H-5

**Assessment criteria**

0-2

5-1 / failed