

INDUSTRIAL DESIGN 2019-2020

AUTUMN SEMESTER 2019

MAAD1102 Introduction to Arctic Cultures	5 cr.
MAAD1103 Arctic Art, Design and Innovation	5 cr.
UMUO4005 Arts-Based and Community-Based Participatory Research Approaches	3 cr.
UART1101 Fine Art Excursion in Lapland	5 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
MTEO0848 Furniture Design Models	5 cr.
MTEO0850 3D CAD Digital Modelling	3 cr.
MTEO0613 Advanced Interaction Design	10 cr.
UART1104 Arctic Inspiration	3 cr.

SPRING SEMESTER 2020

UART1103 Art and Visual Culture in the North	3 cr.
UYTY0116 Socially-engaged Art	2 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
MTEO0848 Furniture Design Models	5 cr.
MTEO0850 3D CAD Digital Modelling	3 cr.
MTEO0612 Advanced Product Design	10 cr.
UART1104 Arctic Inspiration	3 cr.
MTEO0849 Winter Art and Design	3 cr.

AUTUMN SEMESTER 2019

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UART1104 Arctic Inspiration	3 cr.

MAAD1102 Introduction to Arctic Cultures 5 op

Learning outcomes

At the end of the course student is able to

- have basic understanding of the histories and experiences of the peoples of the Circumpolar North, and the development of northern cultures
- discuss and distinguish traditions and features of northern cultures and art
- describe cultural and artistic similarities and differences of northern peoples and cultures

Content The aim of this introductory course is to give knowledge of Arctic Cultures and how arctic landscapes and people have been presented in visual arts.

Method Lectures and seminars 28 hours, independent work, a learning diary and a seminar on literature.

Reading

A Land Shared. Contemporary and Applied Art of the Northern Peoples, 2003

Jokela, Timo & Coutts, Glen: RELATE NORTH 2014: engagement, art and representation, 2014

Jokela, Timo & Coutts, Glen: RELATE NORTH: art, heritage & identity, 2015

Jokela, Timo; Coutts, Glen; Huhmarniemi, Maria; Härkönen, Elina: Cool: applied visual arts in the North, 2013

Lehtola, Veli-Pekka: The Sámi People traditions in Transistion, 2002

Lähteenmäki, Maria: Terra Ultima. A Short History of Finnish Lapland, 2006

The Magic of Lapland. Lapland in Art from the 1800s to today, 2011

Sámi Contemporary, 2014

Sámi Duodji. Catalogue for the Jubilee Exhibition of the Sámi Handicraft Association's 30th Anniversary, 2006

Evaluation 5-1 / failed

Timing 1st and 2nd period

Target group The students of Master's programme in Arctic Art & Design, ex-change students (BA, MA)

Tutors Teaching and research staff of Arctic Centre and Faculty of Art and Design

Language of instruction English

MAAD1103 Arctic Art, Design and Innovation 5 cr.

Learning outcomes

The course will introduce the thematic discussions related to the research, development and innovation work related to arctic art and design. The course will introduce central concepts in the core of arctic art, design and innovation: design for social innovation, design thinking, wicked problems and applied visual art. The course will also introduce research processes and case studies on development work in the north. Arctic Art, Design and Innovation work can be applied into marginal contexts and help in generating radical innovation for both social and business contexts

Content Students will be able to identify the main concepts and process related to thematic discussion and development processes in the arctic region. Students will learn how to use research and development strategies as well as methods and approaches based on art and creativity needed to solve extreme problems.

Method The course will be carried out through lectures and workshops 32 hours, and a seminar work, independent work.

Literature

Brown, T. (2008). Design Thinking. Harvard Business Review, June 2008, 84-92. Darso, L (2004) Artful Creation: learning-Tales of Arts-in-Business.

Jokela, T., Goutts, G. Huhmarniemi, M. and Härkönen, E. (Eds): COOL – Applied Visual Arts in the North. Publications of the Faculty of Art and Design of the University of Lapland. Series C. Overviews and Discussion 41. 2013

Kolko, J. (Wicked Problems: Problems Worth Solving. Austin Centre of Design.

<https://www.wickedproblems.com/read.php>

Manzini, E.: Making Things Happen: Social Innovation and Design. Design Issues. Winter 2014, Vol. 30, No. 1, Pages 57-66 MIT

Tahkokallio, P. (Ed.): Arctic Design - Opening the Discussion. University of Lapland. Publications of the Faculty of Art and Design of the University of Lapland Series C. Overviews and Discussion 38. Rovaniemi 2012

Evaluation 1-5 / fail

Timing 1st period of 1st year MA studies

Target group MA and Doctoral students, exchange students (BA, MA)

Tutors Professors responsible for the programme

Language of instruction English

UMUO4005 Arts-Based and Community-Based Participatory Research Approaches 3cr.

Contents Introduction to a variety of arts-based and community-based research approaches of art education, applied visual arts and design.

Learning outcomes

Student will be able to use and combine arts-based and community-based methods and practice as research in the arts to his/her thesis and understands a specific nature of such methods in the field of academic research.

Methods Lectures 24 hours, exercises and independent work 46 hours

Requirements Active participation to the lectures, successful completion of assignments.

Literature

Leavy, Patricia: Research Design, 2017

Leavy, Patricia: Method Meets Art. Arts-Based Research Practice, 2009

Barone, Tom & Eisner, Elliot (2012) Arts based research

Cahnmann-Taylor, Melisa & Siegesmund, Richard (eds.): Arts-based research in education: Foundations for practice. 2008.

Shared articles

Evaluation 5-1 / fail

Timing 1st period of first year Master's studies

Tutors Maria Huhmarniemi, Satu Miettinen and Timo Jokela

UART1101 Fine Art Excursion in Lapland 5 cr.

Learning outcomes At the end of this course student is able to

- have an orientation to culture, landscape and environment in the Lappish north through photography, painting and regional cultural history

Content Introduction to photography, painting and culture of the Lappish landscape. The North presented via art of photography and painting, a cultural overview of the North in art and history.

Method Lectures, practice, critique.

Materials Digital camera (any kind), portable computer with simple or advanced imaging program, watercolors, lots of paper, brushes, pastels if desired but not required, attitude.

Requirements Participation and critique, diary based on experiences in the course, 6-8 pages.

Studies before A basic knowledge of photography.

Evaluation Pass / fail

Timing 28.8.–1.9.2017

Target group Exchange students (BA, MA)

Tutors Esa Meltaus, Tuija Hautala-Hirvioja, Michael M. Jacobs

Language of instruction English

Additional information *Min. 6 students, max. 10 students.* Students are required to pay for the travel, accommodation and subsistence costs (app. 150-200 €) themselves.

There will be lectures about basic photographic theory and practice. For painting only requirements are to bring the proper materials along.

UART1102 Finnish Design 4 cr.

Content 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.

Learning outcomes 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

Method 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.

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

Literature Korvenmaa, Pekka: Finnish Design –A Concise History, Design Forum Finland: Finnish Design Yearbook.

Evaluation 5-1 / failed

Timing 2st and 4rd period

Target group Faculty of Art and Design students and exchange students (BA, MA). Max 30 students.

Responsible tutor Milla Johansson

Language of instruction English

UART1105 Introduction to service design 5 cr.

Learning outcomes After the 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

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

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

Content 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.

Method Lectures and workshop studying (35 hours), independent studies (100 hours)

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

Evaluation 5-1 / failed

Timing 2nd and 4th period

Target group Exchange students (BA, MA)

Tutor To be announced later

Language of instruction English

MTE00848 Furniture design models 5 cr.

Learning outcomes 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.

Content 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.

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

Requirements Compulsory course to all industrial design exchange students. Presence during the lectures and finished assignment. Writing a report. Exhibition of the finished models.

Evaluation 5-1 / failed

Timing 1st and 3rd period

Target group Industrial design students and exchange students (BA, MA). Max 12 students.

Responsible tutor Milla Johansson

Language of instruction English

MTE00850 3D Digital Modelling 3 cr.

Learning outcomes Students are able to model the product of the assignment, using the learned surface and solid modelling techniques and produce required documents.

Content Producing digital surface and volume models and their combinations taking into account the limitations the modelling program. Making manufacturing documents and rendering with the program. Using editing and analysis tools to make the models more suitable for manufacturing. Transferring modeling geometry between different CAD systems.

Methods Lectures and assignments 36 hours, independent work 45 hours

Requirements: Active participation and successful completion of the training tasks.

Evaluation 5-1/ failed

Timing 1st and 3rd period

Target group Exchange students (BA, MA), Industrial Design students (BA, MA)

Tutor Lecturer in Industrial Design

Language of instruction English and Finnish

MTE00613 Industrial Design Advanced Project / Interaction Design 10 cr.

Learning outcomes

Having completed the course students can

- have an overview to different interaction design techniques
- recognize the phases and tasks related to designing interactive products and user interfaces (UIs)
- apply the methods of interaction design in the contexts of graphical user interfaces (GUI) and beyond desktop UIs
- apply different methods in interaction design project work
- collaborate with different stakeholders, for example business, research, and end-users, in the context of interaction design

Content Comprehensive project work focusing on interaction design. Introduction of different phases of interaction design process. Different interaction design techniques on graphical user interfaces and mobile and ubiquitous interaction. The project work entails the application of interaction design and UI prototyping methods.

Previous studies Bachelor's studies, or can be included as part of international exchange studies.

Implementation and working modes Lectures as well as project work under supervision and independently, a total of 270 hours.

Requirements Active participation in lecture and project work, completed project assignments, and a written report.

Literature Material announced during the course.

Evaluation 5-1/failed

Timing 2nd and 3rd period

Target group Exchange students (BA), Industrial Design students (MA, years 4 – 5)

Tutor Jonna Häkkinen

Language of instruction English

Optionality Optional

UART1104 Arctic Inspiration 3 cr.

Goals The Arctic Inspiration Workshop is an introduction to local Lappish culture. 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.

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

Method and Assessment 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.

Evaluation Pass / fail

Timing 2nd and 4th period

Target group Industrial design exchange students (BA, MA), max 8 students.

Tutor Lauri Snellman

Additional information The courses take place outside from Rovaniemi and students might have to pay some travelling costs.

SPRING SEMESTER 2020

UART1103 Art and Visual Culture in the North	3 cr.
UYTY0116 Socially-engaged Art	2 cr.
UART1102 Finnish Design	4 cr.
UART1105 Introduction to Service Design	5 cr.
MTEO0848 Furniture Design Models	5 cr.
MTEO0850 3D CAD Digital Modelling	3 cr.
MTEO0612 Advanced Product Design	10 cr.
UART1104 Arctic Inspiration	3 cr.
MTEO0849 Winter Art and Design,	3 cr.

UART1103 Art and Visual Culture in the North 3 cr.

Learning outcomes

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

Content 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.

Method Lectures and seminars 21 hours, independent work 17 hours. Visits to the exhibitions in Arktikum, in Rovaniemi art museum and other galleries; discussions and an essay on exhibitions.

Evaluation Pass / Fail

Timing 3rd period

Target group Exchange students (BA)

Tutors Tuija Hautala-Hirvioja, Timo Jokela, Mirja Hiltunen, Michael Jacobs, Maria Huhmarniemi, Max Juntunen

Language of instruction English

Suggested reading

Lohiniva, L.: Berenice's hair in search of northern woman artist's identity, 1999

Framework: The Finnish Art Review 1/2004

Guttorm, G. 2014. Contemporary Duodji – a personal experience in understanding tradition. In Jokela, T. & Coutts G. (eds) *RELATE NORTH – Art, Heritage & Identity*.

Huhmarniemi, Maria & Jokela, Timo & Vuorjoki, Susanna: Talven taide. Winter Art, 2003

Shared articles

UYTY0116 Socially-engaged Art 2 cr.

Learning outcomes

Having completed the course the student can

-outline the operating area of applied visual art

-recognize the skills needed by a visual artist in designing and implementing event environments and events

-understand the theoretical principles community art activity

Content Outlining the differences between visual art, community art, community based art education art, architecture. The course will explore specific strategies and approaches to socially engaged art practices through readings and direct engagement with community-based projects. Application options of visual art in event environments and programme services. Principles of art's effect on wellbeing.

Method Lectures and exercises 24 h, independent work 51 h

Requirements Active participation in lectures and exercises. Implementation of tasks and group work.

Reading

Jokela, T; Coutts, G. & Härkönen, E. Cool. Applied visual art in the North, 2013

Coutts, G. & Jokela, T. (Eds.) Art, Community and Environment, 2008

Grande, J. Balance. Art and Nature, 2004

Kylänen, M. & Häkkinen A. (eds.). Articles on Experiences 5 – Arts and Experiences, 2007

Ahonen A. et al. Crystals of Children's Well-being. Cross Boarder Collaboration between Schools in the

Arctic, 2008

Articles handed out during the course

Evaluation 1–5 / fail

Timing 4th period

Target group First year of Master's studies, Exchange students (BA)

Tutor Art Education Lecturer

Language of instruction English.

UART1102 Finnish Design 4 cr.

Learning outcomes 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

Content 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.

Method 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.

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

Literature Korvenmaa, Pekka: Finnish Design –A Concise History, Design Forum Finland: Finnish Design Yearbook.

Evaluation 5-1 / failed

Timing 2st and 4rd period

Target group Faculty of Art and Design students and exchange students (BA, MA). Max 30 students.

Responsible tutor Milla Johansson

Language of instruction English

UART1105 Introduction to service design 5 cr.

Learning outcomes After the 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

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

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

Content 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.

Method Lectures and workshop studying (35 hours), independent studies (100 hours)

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

Evaluation 5-1 / failed

Timing 2nd and 4th period

Target group Exchange students (BA, MA)

Tutor To be announced later

Language of instruction English

MTE00848 Furniture design models 5 cr.

Learning outcomes 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.

Content 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.

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

Requirements Compulsory course to all industrial design exchange students. Presence during the lectures and finished assignment. Writing a report. Exhibition of the finished models.

Evaluation 5-1 / failed

Timing: 1st and 3rd period

Target group Industrial design students and exchange students (BA, MA). Max 12 students.

Responsible tutor Milla Johansson

Language of instruction English

MTE00850 3D Digital Modelling 3 cr.

Learning outcomes Students are able to model the product of the assignment, using the learned surface and solid modelling techniques and produce required documents.

Content Producing digital surface and volume models and their combinations taking into account the limitations the modelling program. Making manufacturing documents and rendering with the program. Using editing and analysis tools to make the models more suitable for manufacturing. Transferring modeling geometry between different CAD systems.

Methods Lectures and assignments 36 hours, independent work 45 hours

Requirements: Active participation and successful completion of the training tasks.

Evaluation 5-1/ failed

Timing 1st and 3rd period

Target group: Exchange students (BA, MA), Industrial Design students (BA, MA)

Tutor Lecturer in Industrial Design

Language of instruction English and Finnish

MTE00612 Advanced Product Design 10 cr

Learning outcomes 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

Content Product design project with companies.

Method Group assignments. Project work 270 hours.

Requirements BA studies in Industrial design.

Evaluation 5-1 / failed

Timing 3rd or 4th period

Target group Industrial Design students (MA), Exchange students (BA)

Tutors Pertti Aula

Language of instruction Finnish with individual tutoring in English for international students.

UART1104 Arctic Inspiration 3 cr.

Goals The Arctic Inspiration Workshop is an introduction to local Lappish culture. 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.

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

Method and Assessment 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.

Evaluation Pass / fail

Timing 2nd and 4th period

Target group Industrial design exchange students (BA, MA), max 8 students.

Tutor Lauri Snellman

Additional information The courses take place outside from Rovaniemi and students might have to pay some travelling costs.

MTE00849 Winter Art and Design, 3 cr.

Learning outcomes At the end of this course the student:

- has basic knowledge on ice and/or snow sculpting methods and techniques, lighting design in cold climate
- has basic skills on how to plan and make functional ice and/or snow environments in public space
- will have experience of multidisciplinary design teamwork and business collaboration
- will accomplish a complete design process in an arctic environment

Content Introduction to snow and ice as a design material. Carrying out a complete Winter Art and Design project with case-specific aims and goals in a business or community collaboration. The course consists of an introductory lecture, ideation sessions and a practical workshop. Students are required to document the whole design process (sketches, photographs, videos and notes.)

Method Co-design workshop. Lectures and guided exercises 36 hours, 45 hours independent work.

Requirements max. 8 or 16 students depending on the scale of the project - selections are made by tutors. Presence during the whole workshop and finishing of the required tasks during the workshop. Documentation of the design process and results.

Literature

Härkönen, E. & Jokela, T. & Yliharju, A. (Eds.): Snow design from Lapland, 2014. Huhmarniemi, M. & Jokela, T. & Vuorjoki, S. (Eds.): Talven taito. Winter Skills, 2003

Huhmarniemi, M. & Jokela, T. & Vuorjoki, S. (Eds.): Talven taidetta. Winter Art, 2003

Huhmarniemi, M. & Jokela, T. & Vuorjoki, S. (Eds.): Talven tuntemus. Sense of Winter, 2004

Huhmarniemi, M. & Jokela, T. & Vuorjoki, S. (Eds.): Talven toimintaa. Winter Activities. 2004

Evaluation: pass / fail

Timing 3rd period

Target group Faculty of Art and Design exchange students (BA, MA), Industrial Design students (BA)

Tutors Antti-Jussi Yliharju

Language of instruction English

Additional Information The course usually takes place outside of Rovaniemi. Aim is to provide the course free of charge to the participants, but depending on the client students may be required to cover some of the fees by themselves. Further information is given during the introductory lecture that is compulsory to all students.