

**SOUTHEAST MISSOURI STATE UNIVERSITY  
COURSE SYLLABUS**

Department of **Human Environmental Studies**  
Course Title: **Design Process**

Course #: **DS111**  
NEW: **Fall 2008**

**I. Catalogue Description and Credit Hours**

Studio course introducing basic design methods and creativity through 2-D and 3-D projects using a multi-disciplinary approach to creative problem solving. **(3)**

**II. Prerequisite(s)**

None

**III. Purposes or Objectives of Course**

- A. Develop creative potential and work habits essential to growth as a design professional.
- B. Demonstrate an appreciation and understanding of the creative problem solving process.
- C. Recognize effective compositional design elements and principles.
- D. Demonstrate an understanding of color theory and application.
- E. Demonstrate vocabulary and literacy in design concepts and basic design philosophies.

**IV. Expectations of Students**

- A. Actively participate in class discussions, activities, and critiques.
- B. Demonstrate an understanding of design and observation of the designed world through drawing.
- C. Understand and use a design vocabulary through assigned 2-D and 3-D projects.
- D. Satisfactorily complete a comprehensive final design project.

**V. Course Outline or Content**

**Hours**

**A. The Creative Process**

**35**

**1. Creativity and Thinking**

- a. Design Definitions, History of Creativity
- b. Strategies and Tactics
- c. Right-brain and Left-brain Problem Solving
- d. Tools for Creative Thought

**2. The Design Process and Models**

- a. Linear vs. Recursive Models
- b. Heuristic Devices
- c. Analysis and Synthesis
- d. The Vitruvian Triad
- e. Design Liberty vs. Design Clarity
- f. Design Conversation and Perception
- g. Measurement, Criteria, and Judgment
- h. Designing with Others

**B. Elements and Principles of Design**

**35**

1. **Design Elements and Principles**
  - a. Line, Shape, Values, Textures, and Color
  - b. Variety, Balance, Movement, Proportion, Dominance, Platonic Shapes
2. **Spatial (3-D) Definition:**
  - a. Types and Degrees of Interior and Exterior Enclosure
  - b. Volumetric Accommodation of Activities and Functions
  - c. Spatial Massing and Scale
  - d. Volumes and Masses

## C. Design Concepts and Precedents

20

1. **Developing a Design Concept**
  - a. Sketching, Diagramming
  - b. The Parti
2. **Historical Examples of Design Concepts**
  - a. Ergonomics
  - b. Anthropomorphism
  - c. Modernism
  - d. Functionalism, Neo-isms, Organic
3. **Contemporary Trends**
  - a. Neo-isms and Historicism
  - b. Post-Modernism and Deconstructivism
  - c. Contextualism
  - d. Green

\* Total laboratory hours = 90

## VI. Textbook(s) and/or Other Required Materials or Equipment

Lawson. (2005). How Designers Think, Fourth Edition: The Design Process Demystified, New York: Elsevier.

Students are responsible for supplying drafting and project materials, and purchasing illustration media.

## VII. Basis for Student Evaluation

A. Weekly Design Exercises and Sketch Journal	10%
B. 2-D Design Project	20%
C. 3-D Design Project	30%
D. Comprehensive final project	40%

**Note:** The weight of the evaluation criteria may vary according to each instructor and will be communicated at the beginning of the course.

## VIII. Academic Policy Statement

Students will be expected to abide by the **University Policy for Academic Honesty** regarding plagiarism and academic honesty. Refer to:

<http://www6.semo.edu/judaffairs/code.html>

## IX. Student with Disabilities Statement

If a student has a special need addressed by the **Americans with Disabilities Act (ADA)** and requires materials in an alternative format, please notify the instructor at the beginning of the course. Reasonable efforts will be made to accommodate special needs.