

**Instructor:** Scott D Currie

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**Teaching Assistant: Hooman Gheshlaghi**

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**Course Time and Location:**

**DATES:** September 6th - December 9th. [9:35am-4:25pm]

**LOCATION:** Azrieli Pavillion | Room 432

**Course Description**

Advanced skills-based course that enhances student experience in novel, experimental processes and techniques in design. Workshop-style activities and short projects focus on increasing skill competence and versatility in a variety of fields. Emphasis on time management and the ability to work independently. Includes: Experiential Learning Activity.

Prerequisite(s): IDES 3302 or permission of the School of Industrial Design.

Studio and lectures six hours a week.

**Learning Outcomes**

By the end of this course, students will be able to:

1. Draw from theory covered in previous courses to complement advanced training.
2. Develop specialized skills in selected design themes.
3. Experience problem solving using new methods in design, inspiration, and imagination through the exploration of novel approaches and techniques.
4. Complete work efficiently in a time-limited workshop approach to skill acquisition and implementation.
5. Generate concepts and prototypes quickly, paying attention to and rationalizing formal detailing.
6. Explore a variety of prototyping and manufacturing materials and processes.

7. Document their process work to enhance their portfolio and demonstrate their skills in specialized areas of design.

### **Course Deliverables**

These are the deliverables for this course. Please see 'Appendix A Course Schedule' for more detailed information.

Student Access to Quiz, Test and Exam Papers

Examinations are for evaluation purposes only and will not be returned to the student.

### **Required Materials**

Materials required for the course are listed below. You may be asked by your instructor to refer to Brightspace for a more comprehensive list of required materials. These will be indicated on a week-by-week basis.

### **Computer Requirements**

Please refer to the computer requirements on the School of Industrial Design Website. You may be asked by your instructor to refer to Brightspace for other information or requirements related to computer work.

<http://www.id.carleton.ca/undergraduate/about-the-bid-program/computer-requirements>

### **Individual/Group Work**

Courses may include individual and group work. It is important in collaborative work that students clearly demonstrate their individual contribution.

### **Review/Presentation Attendance**

Attendance at scheduled SID Reviews/Presentations is mandatory. These are equivalent to exams when indicated in the course outline. Failure to attend the Review/Presentation without reasonable cause, will result in a grade of F. Students arriving late for the Review/Presentation or not remaining for the complete session without approval from the instructor, will be addressed on a case-by-case basis at the discretion of the instructor.

If you are not able to attend a Review/Presentation, foresee arriving late or need to leave before it is complete, please email your instructor in advance explaining the reason for the situation. It is important that you provide a reasonable rationale for your absence, late arrival or early departure. In the event of an

illness or death in the family, you will be required to sign a form verifying your claim and this form is available through the SID administration office.

### **Late Submission of Lecture & Studio Deliverables**

Students who do not hand in deliverables on time will have their earned grade reduced by 15% per day up to a maximum of 3 days.

### **Participation and Professionalism**

Active participation and professional conduct (e.g. class discussion, consultations with instructors, work ethic, etc.) are important in lecture and studio courses and may be formally evaluated by a grade. Professionalism also includes Carleton's Policy on Academic Integrity described in more detail below with links to content which you are required to review.

### **Academic Integrity**

*Carleton's Policy on Academic Integrity* is available at: <https://carleton.ca/registrar/academic-integrity/> and covers the following topics:

*Plagiarism* (e.g. submitting work in whole or in part by someone else, failing to acknowledge sources through the use of proper citations when using another's work).

*Test and Exam Rules* (e.g. attempting to read another student's exam paper, speaking to another student even if the subject matter is irrelevant to the text, using material not authorized by the examiner).

*Other Violations* (e.g. improper access to confidential information, disruption in classroom activities, misrepresentation of facts for any academic purpose).

This policy governs the academic behavior of students. In industrial design, ideas and concepts come from a multitude of sources and may be modified and utilized in the design and development process. The student should reference such sources appropriately and it is strongly advised that you read Carleton's Policy on Academic Integrity prior to conducting any work at the University.

### **Requests for Academic Accommodation**

You may require special arrangements to meet your academic obligations during the term. For an accommodation request for any of the following topics below, refer to the link provided for more information: <https://students.carleton.ca/course-outline/>

- *Parental Leave*

- *Religious/Spiritual Obligation*
- *Academic Accommodations for Students with Disabilities*
- *Survivors of Sexual Violence*
- *Accommodations for Student Activities*

### **Student Responsibility**

The student is responsible for knowing the content of this course outline; the schedule of classes, assignments, and/or Reviews; and the material that was covered when absent. The studio is a professional environment and students should be working during the scheduled hours.

Unless otherwise arranged, the class will meet during scheduled class hours. Please note that attendance is important since issues and questions may be raised in class, and announcements made, along with information disseminated through Brightspace. As external professionals are often involved in our work, scheduling changes for guest lectures, presentations, and Reviews may occur at short notice, requiring students to stay informed.

### **Changes to the Course Outline**

The course outline may be subject to change in the event of extenuating circumstances.

### **Appendix A - Course Schedule**

VALUE	ASSIGNMENT	DUE DATE
20% Assigned [Week 2] Sep 13	<b>PROJECT 1: DESIGN FOR SOCIAL</b> This project will have an emphasis on Research & Scope of a project. All aspects of the design process will be included, however the design brief and opportunities for exploration will be the main focus to the project.	Week 4 Sept 27
30% Assigned [Week 5] Sep 27	<b>PROJECT 2: FORM DEVELOPMENT</b> This group project will focus on the social needs and values, combined with model making, maquette and interactive models. All aspects of the project will be explored through a designed model.	Week 9 Nov 1

<p>40% Assigned [Week 9] Nov 1</p>	<p><b>PROJECT 3: DESIGN FOR THE COMMUNITY</b> This project will cover all aspects of design. This main project will highlight all the skills developed within the course. Each project will have a completed rendered and tangible model.</p>	<p>Week 13 Nov 29</p>
<p>10% Assigned [week 1]</p>	<p><b>PARTICIPATION</b> How has the student embraced the group and how did they bring their voice to the overall discussions within the course.</p>	<p>Week 14</p>

IDES 4301A MINOR PROJECTS F22 - Scott D Currie - Appendix A Course Schedule will also be available via Brightspace.