

COURSE OUTLINE IDES 4310B • CAPSTONE PROJECT • Fall-Winter (2022)

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Course Time and Location: Please refer to Carleton Central under Student Services – Registration or Search Schedule: https://central.carleton.ca/prod/bwysched.p_select_term?wsea_code=EXT

Course Description

Application of design principles in a comprehensive design project. Problem area chosen should be product oriented and of sufficient complexity. Normally undertaken in consultation with off-campus organizations and industry; supervised by faculty members.

Includes: Experiential Learning Activity.

Precludes additional credit for IDES 4300 (no longer offered).

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

Studio and lectures six hours a week in Fall and twelve hours a week in Winter.

Learning Outcomes

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

1. Apply research methods to define a unique design problem.

2. Bridge their research to the development of an appropriate design proposal.
3. Evaluate their proposed design solution with relevant stakeholders reflective of practitioner behaviour.
4. Demonstrate a basic understanding and need for ethics to develop and evaluate appropriate designs.
5. Use appropriate methods and materials to develop and assess design solutions.
6. Produce a range of appropriate professional deliverables at each phase as reflected in the fields of design.
7. Establish a good working relationship with external partners, which includes receiving and incorporating feedback from partner groups.

Course Deliverables

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

Fall Term – 35% of Final Grade

Phase 1: Discovery & Definition	15%
TCPS 2: CORE-2022 Certificate	
User Research Plan	
Design Brief v.1.0	
Preliminary Project Report	
Review Presentation	

Phase 2: Concept Design	20%
Design Brief v.2.0	
Interim Project Report	
Review Presentation	

Winter Term – 65% of Final Grade

Please 3: Preliminary Design	20%
Test Plan	
Design Brief v.3.0	
Review Presentation	

Phase 4: Definitive Design	15%
Design Brief v.4.0	
Review Presentation	
Phase 5: Final Design & Documentation	25%
Design Poster	
Design Model	
Design Video	
Technical Package	
Final Project Report	
Participation & Professionalism	5%

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.

Books:

The following books are not required, but will be useful references to support your work throughout the academic year (some are available online through Ares library reserves, accessible from Brightspace):

Hallgrimsson, B. (2019). *Prototyping and modelmaking for product design* (Second edition). Laurence King Publishing.

Martin, B., & Hanington, B. (2019). *Universal methods of design (expanded and revised): 125 ways to research complex problems, develop innovative ideas, and design effective solutions*. Rockport Publishers.

Milton, A., & Rodgers, P. (2013). *Research methods for product design*. Laurence King Publishing.

Sharp, H., Rogers, Y., & Preece, J. (2019). *Interaction design: beyond human-computer interaction* (Fifth edition). Wiley.

Tilley, A. (2002). *The measure of man and woman: human factors in design* (Revised edition). Wiley.

Weinschenk, S. (2020). *100 Things Every Designer Needs to Know About People* (Second edition). New Riders.

Project Specific Materials:

Other specific materials will be dependent upon each individual project. You must be prepared to acquire or purchase the appropriate materials necessary for you to complete your own unique research and design development activities throughout the fall and winter terms.

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 10% 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

Please refer to IDES 4310B Capstone Project F22-W23 Appendix A – Course Schedule.

IDES4310B COURSE SCHEDULE

2022-2023

Revision 01

Complex and comprehensive design projects are highly process-oriented, often developed through a series of phases culminating in a set of deliverables. During the fall semester, students will conduct exploratory research to build an understanding of people and context, and to identify problems and opportunities for new design solutions. Concepts will be explored and developed through an iterative process in consultation with the instructor and industry partners and experts. In the winter semester, students will refine their concepts by testing and evaluating their ideas. A final design solution will be developed, and a compelling communication package will be created to share the final results with an external audience.

Below is a basic schedule to help guide the projects through these phases. It is important to note that design never really follows a straight path and it is often difficult to constrain the process to a strict set of activities and timeline; but it is also important to have structure, and this schedule along with the identified deliverables provide the necessary support to complete the projects successfully.

Note: this course schedule is subject to change based on various factors including project needs, availability of project stakeholders, etc.

Discovery & Definition

Week 1: Introductions & Project Kick-Offs - September 8

- Course overview
- Discovery & definition overview
- Team organization
- Project scoping
- Background research
- Research ethics

Week 2: Exploratory Research & Planning - September 15

- User research overview
- Industry partner meetings
- Project scoping
- Background research
- User research planning

Week 3: Problem Finding - September 22

Deliverables: TCPS-2 CORE-2022 certificate & User Research Plan

- Progress meetings
- Background research
- User research

Week 4: Problem Finding - September 29

- Design analysis & synthesis overview
- Progress meetings
- User research

Week 5: Problem Finding - October 6

- Design briefs overview
- Progress meetings
- User research
- Design analysis

Week 6: Problem Framing - October 13

- Progress meetings
- User research
- Design synthesis
- Preparation of deliverables

Week 7: Phase 1 Review - October 20

Deliverables: Design Brief v.1.0, Preliminary Project Report & Review Presentation

- Discovery & definition presentations
- Feedback & discussions
- Reflection & incubation

Fall Break - October 24-28

Week 8: Problem Solving - November 3

- Concept design overview
- Industry partner meetings
- Collaborative brainstorming & ideation

Week 9: Problem Solving - November 10

- Progress meetings
- Diverging concept exploration

Week 10: Problem Solving - November 17

- Progress meetings
- Converging concept exploration

Week 11: Problem Solving - November 24

- Concept communication overview
- Progress meetings
- Concept development

Week 12: Problem Solving - December 1

- Progress meetings
- Concept development
- Preparation of deliverables

Week 13: Phase 2 Review - December 8

Deliverables: Design Brief v.2.0, Interim Project Report & Review Presentation

- Concept design presentations
- Feedback & discussions
- Reflection & incubation

Exams & Holiday Break

Week 14: Prototype & Test Planning - January 12/13

- Preliminary design overview
- Industry partner meetings
- Prototype & test planning

Week 15: Prototyping & Testing - January 19/20

Deliverable: Test Plan

- Progress meetings
- Prototype development
- Testing & evaluation

Week 16: Prototyping & Testing - January 26/27

- Progress meetings
- Prototype development
- Testing & evaluation

Week 17: Prototyping & Testing - February 2/3

- Progress meetings
- Prototype development
- Testing & evaluation

Week 18: Design Proposal - February 9/10

- Progress meetings
- Design analysis & synthesis

Week 19a: Review Preparation - February 16

- Preparation of deliverables

Week 19b: Phase 3 Review - February 17

Deliverables: Design Brief v.3.0 & Review Presentation

- Preliminary design presentations (walk-around)
- Feedback & discussions
- Reflection & incubation

Winter Break - February 20-24

Week 20: Design Refinement - March 2/3

- Definitive design overview
- Progress meetings
- Detailed design development

Week 21: Design Refinement - March 9/10

- Progress meetings
- Detailed design development

Week 22a: Review Preparation - March 16

- Preparation of deliverables

Week 22b: Phase 4 Review - March 17

Deliverables: Design Brief v.4.0 & Review Presentation

- Definitive design presentations
- Feedback & discussions
- Reflection & implementation

Week 23: Design Finalization - March 23/24

- Final design & documentation overview
- Industry partner meetings
- Detailed design development
- Preparation of deliverables

Week 24: Design Communication - March 30/31

- Progress meetings
- Preparation of deliverables

Week 25: Design Communication - April 6/7

- Progress meetings
- Preparation of deliverables

Week 26: Design Communication - April 12

- Progress meetings
- Preparation of deliverables

Week 27: Phase 5 Review - April 21

Deliverables: Design Poster, Design Model, Design Video, Technical Package & Final Project Report

- Final design presentations
- Feedback & discussions
- Celebrate!

44th Annual Industrial Design Graduation Exhibition - April 21-24

Concept Design

Preliminary Design

Definitive Design

Final Design & Documentation