Eina Centre Universitari
Fundació Eina
Disseny Art Barcelona

Passeig Santa Eulàlia 25
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DISSENY D'ELEMENTS LUMINICS

Jordi Blasi Mezquita

Supervising Teacher: Jordi Blasi Mezquita

Group: 1
Code: 105727
Credits: 6 ECTS
Course:
Semester: 1
Typology: Optative
Subject: Design Processes
Schedules:

Group	Schedules	Teacher
1	Divendres 08:30 - 11:30	Jordi Blasi Mezquita

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Teaching Guide Index

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Subject Presentation

Brief Description:

The Lighting Elements Design subject is aimed at the creation and development of a lamp (floor lamp, table lamp, wall lamp or pendant lamp) in the decorative field, optimized to facilitate its industrial production. The project will be developed in collaboration with a lighting company, which will evaluate the students' final proposals, assessing their viability and possibility of commercialization. Based on the formal experimentation resulting from prototyping, the subject will provide the student with the conceptual elements that facilitate the conceptualization of a solvent, functional proposal that justifies its manufacture.

During the first sessions, based on analysis, observation and dialogue, the student will be introduced to the conceptualization process, always taking into account the specific scope of the subject. With this starting point, the student will develop more autonomous work, following the guidelines specified for the development of the project until the final delivery of a functional prototype that must be justified both conceptually and for its functional viability and in relation to the optimization of the manufacturing process, in front of representatives of the collaborating company.

Training Objectives:

• Know the foundations of the psychology of visual perception and visual thinking.
• Develop the capacity for analysis, reflection and criticism in the processing of data based on the theoretical basis, models, examples and practices.
• Train visual thinking, creation and visual storytelling skills.
• Achieve criteria for choosing resources and infographic typology as appropriate.
• Develop the skills to create infographics and data visualizations.
• Learn about the latest tools and techniques for infographic visualization.
• Ability to create cross-cutting infographics: informative, institutional, business.
• Provide the student with conceptual and material resources for the development of the proposal.

Recommendations

For the course to function properly and to guarantee the evolution of the different projects, it is important that the student has a panoramic view of both the resources offered by the school at the workshop level, as well as the external resources, such as FabLabs or workshops that may be required in order to be able to make the prototype of the proposal and thus achieve the objectives of the subject.

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Contents and Methodology

Brief Description:

The methodology of the subject is based on workshop classes where theory and lighting techniques are combined, through the practice of the project to be developed.

Teaching methodology:

Throughout the subject the student will work based on different methodologies, including reverse engineering. For a better understanding of the industrial product, sessions of analysis and disassembly of existing products will be carried out. Experimentation with different lighting sources and through formal exploration from the first volumetric models. To pass the subject the student will have to develop a functional prototype, as well as the representation of the technical development related to the different components, in order to justify the viability of the final proposal.

Training activities:

- Masterclass sessions given by professionals in the sector.
- Visit to the production center of the collaborating company.
- Theoretical and practical classes in which debate will be encouraged.
- Analysis of precedents in the lighting sector as a starting point.
- Specific seminar on lighting components and principles of lighting technology.
- Monitoring and tutoring of projects by the teacher.
- Independent work on formulating design programs.
- Presentation of results, both partial and the final solution, before an external tribunal made up of the collaborating company.

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Evaluation

General evaluation regulations

A student will be considered "Not Assessable" (NA) if they have not submitted all the learning evidences or have not attended 80% of the classes without justifying their absences. In case of a justified absence, the student must contact the teacher at the time of rejoining to determine the recovery of the activities they missed.

If the student commits any irregularity that may lead to a significant variation in the grade of an evaluation act, that evaluation act will be graded with 0, regardless of the disciplinary process that may be initiated. If several irregularities occur in the evaluation acts of the same subject, the final grade for that subject will be 0.

Continuous evaluation system

The evaluation system of EINA and UAB is a continuous assessment system, the objective of which is for the student to know their academic progress throughout their educational process to allow them to improve it.
The continuous assessment process must include a minimum of three evaluative activities, of two different types, distributed throughout the course, none of which can represent more than 50% of the final grade.

From the second registration, the evaluation of the subject may consist, at the teacher's discretion, of a synthesis test, which allows the evaluation of the learning outcomes foreseen in the teaching guide of the subject. In this case, the qualification of the subject will correspond to the qualification of the synthesis test.

The contents of the plenary sessions are evaluated based on the three project assignments. Given the progressive nature of the difficulty, the final grade will be calculated on a weighted basis. The first assignment, consisting of the analysis, modeling and scanning of an existing lamp, will account for 25% of the final grade. The second and third assignments, consisting of the submission of the report and a prototype of the final project: the creation and development of a lamp (floor, table, wall or pendant), will account for 25% and 50%, respectively, of the final grade. All assignments must be passed in order to pass the subject.

The objective of continuous assessment is for the student to be able to know his/her academic progress throughout his/her training process in order to allow him/her to improve it. From the second registration, the assessment of the subject may consist, at the teacher's decision, of a synthesis test, which allows the assessment of the learning outcomes foreseen in the teaching guide of the subject. In this case, the qualification of the subject will correspond to the qualification of the synthesis test.

Review process

The review can be requested from the teaching staff and will be carried out according to theacademic calendar. The continuous evaluation of the project implies a transversal review process. However, during the semester a set of review phases will be established, which aim to guide the student according to the status of the project, and make him reflect on the design management that he carries out during the course of the subject.

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Learning outcomes of the subject

Knowledge

Identify the similarities and differences between a design project and other comparable projects within the current market context. (KT01)

Skills

Demonstrate mastery of basic infographic resources to present the sectors and frameworks of action relevant to the project. (ST06)

Integrate concepts and procedures from different professional design sectors in the development of comprehensive design projects. (ST09)

Conduct a preliminary analysis prior to project development, identifying the characteristics of the professional design sector and incorporating gender and diversity criteria into the study of the context and stakeholders. (ST02)

Learning outcomes of the degree program

Knowledge

Respond to global issues related to the fields of design and art, cultural industries, their institutional environments, and the agents involved.

Categorise technologies and production processes, along with their respective costs, in relation to the conceptualisation and formalisation of design projects, while ensuring rigour and quality in finishes and details.

Skills

Identify design problems through the analysis of objects, graphic communication elements, and spaces, from a perspective rooted in contemporaneity, universal accessibility, and equal opportunities.

Apply plastic expression skills and knowledge of materials and production technologies in accordance with the objectives of a design project.

Propose design solutions (or solutions in related areas) clearly and precisely, using appropriate vocabulary and techniques of expression and representation.

Graphically represent spaces, volumes, planes, and surfaces using the characteristic techniques of design.

Use digital tools and technologies according to creative and production processes in the field of

design

Apply ethical and aesthetic criteria and values to design practice, taking into account the formal dimensions of environments and their diversity.

Conduct research with a critical spirit in the field of design and related disciplines, considering innovation, experimentation, and the ongoing renewal of the cultural industries, while promoting equality and democratic values.

Competencies

Propose creative, socially and environmentally sustainable design solutions, aligned with the Sustainable Development Goals (SDGs).

Manage the development of design projects—individually or in teams—with adaptability, within the organisational context of companies and institutions.

Apply acquired knowledge to the execution of design and art projects with professional standards, considering user and audience diversity.

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Bibliography and Resources

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