



Eina Centre Universitari
Fundació Eina
Disseny Art Barcelona

Passeig Santa Eulàlia 25
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MOBILIARI I CONTRACT

Adria Guiu Barella

Supervising Teacher: Adria Guiu Barella

Group: 1

Code: 105718

Credits: 6 ECTS

Course:

Semester: 2

Typology: Optative

Subject: Design Processes

Schedules:

Group	Schedules	Teacher
1	Dimarts 12:00 - 15:00	Adria Guiu Barella



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Subject Presentation

Brief Description:

Do you want to learn how to work and earn money participating in contract projects? During the course you will learn what a contract is, which actors participate in it and how each of them is related to the value chain of a contract project. All this by participating in a project where you will be a client and supplier at the same time and seeing in real companies how money moves in this channel.

Training Objectives:

The objective is that when you finish this course you have sufficient information and knowledge if you want to dedicate yourself professionally to this type of project and that you can face a job interview related to a contract knowing what you are talking about and how much you can earn.

Recommendations

If the contract appeals to you, whether you sign up for this subject or not, start paying attention to everything that has had to happen to make an airport, a restaurant, a school, a hotel a reality... Start by asking yourself the right questions.



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Contents and Methodology

Brief Description:

We will combine theoretical sessions where the different actors involved in contract projects will be presented, real projects and visits to companies related to the content of the subject.

Teaching methodology:

- Theoretical concepts about contracts, what they are, who participates in them and what the relationship between the actors is like, what each one wants from their supplier and what profit margins each one has. Yes, we will talk about money too.
- By carrying out projects you will put yourself in the shoes of different participants in a contract project, you will have to hire suppliers and be hired, present budgets and meet with your clients.
- Visits to companies and professionals. We will see at least one example of each concept that we will work on in the theoretical part, we will make visits to companies and professionals who you can ask in person any questions you may have about the contract.

Training activities:

Master classes with professionals and visits to companies.

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.

The grade will be assessed based on the degree of assimilation of the concepts explained in the subject. The final grade is divided into different values that are extracted from both the material delivered and the results of the projects as well as the demonstration of knowledge of the contract channel at the end of the subject.

During the course, different assignments will be made that will have a specific value in the evaluation, they are the following:

Presentation of the Excel sheet where the list of references used in the project is reflected, organized by areas and indicating the costs and margins of each one. This sheet also contains the calculation of fees for the project (value 35%)

Report on the furniture prescription project, including plans and graphic material explaining the aesthetic proposal and total budget. (value 15%)

Plans and presentation of furniture designed adhoc for the project (concepts, production plans and budgets) (value 15%)

Final questionnaire where you must demonstrate the knowledge acquired during the course (value

35%)

Review process

The progress of the projects is continuously monitored, and a presentation is made at the end of the course.

Learning outcomes of the subject

Skills

Apply graphic and typographic criteria and resources specific to audiovisual and digital media in the development of design projects intended for on-screen delivery. (ST06)

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

Apply typographic and layout resources adapted to the reading, communicative, and expressive functions of a design project in different contexts. (ST07)

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

Apply research and evaluation methodologies specific to the professional design sector targeted by the project. (ST10)

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)

Knowledge

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

Learning outcomes of the degree program

Knowledge

Catalogue materials, their properties and physical principles in relation to the conceptualisation and formalisation of design projects, taking into account environmental and sustainability criteria.

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.

Reference essential knowledge of the sciences and auxiliary disciplines of design, such as anthropometry, ergonomics, visual communication, evaluation methods, marketing, and prospecting.

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

Structure visual information hierarchically and apply typographic families and font architecture appropriately.

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

Adapt visual languages, media, and artistic techniques to the communicative goals of each design project.

Make value judgments about design projects by interpreting data and justifying critical analysis using knowledge of graphic communication, space, objects, and reference texts.

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.

Synthesize knowledge from diverse sources—studies, fieldwork, literature, direct observation, or practical experience—in the field of design and related disciplines within the cultural industries.

Evaluate the social, economic, environmental, and technological feasibility of a design project, incorporating gender and diversity perspectives, and ensuring respect for sustainability, democratic values, and fundamental rights.

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.

Manage design-related tasks autonomously, planning and organising time and processes in professional and/or academic settings.

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

Produce academic and professional reports related to design, the arts, and their supporting disciplines.

Formulate viable business plans for the development of design-related products, services, or

initiatives that incorporate sustainability, inclusion, and gender perspectives, and align with democratic and fundamental rights.



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