

PROJECTES 2

Enric Garrido Gabarrón, Raúl Oliva Santos, Diego Ramos Carrascosa

Supervising Teacher: Enric Garrido Gabarrón

Group: 1,2,3,4

Code: 106036

Credits: 6 ECTS

Course: 1

Semester: 2

Typology: Obligatory

Subject: Projects

Schedules:

Group	Schedules	Teacher
1	Dilluns 08:30 - 11:30	Diego Ramos Carrascosa
		Raúl Oliva Santos
		Enric Garrido Gabarrón
2	Dilluns 08:30 - 11:30	Enric Garrido Gabarrón
		Diego Ramos Carrascosa
		Raúl Oliva Santos
3	Dilluns 08:30 - 11:30	Raúl Oliva Santos
		Enric Garrido Gabarrón
		Diego Ramos Carrascosa



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Subject Presentation

Brief Description:

This subject will take an approach to speculative design and functional project design. The first approach (speculative) will emphasize the possibilities of future and alternative scenarios in which to carry out plausible projects in order to generate a critical discourse regarding the present. The second functional approach will focus on the development of projects with the aim of insertion into the professional and market dynamics in force today.

The content will focus on the exploration and analysis of materials and the development of a project using raw materials with sustainable properties.

Training Objectives:

The main training objective of the subject is to provide students with the tools that allow them to begin learning in the development of projects. Based on theoretical and practical sessions, the student is introduced to the different areas that define a design project.

The subject focuses especially on the first phases of the project process, that is, on the development of the general concept of the project and analysis to provide plausible solutions from design to the issues raised about materials and sustainability.

Recommendations

Have passed or acquired the knowledge worked on Projects 1

Contents and Methodology

Brief Description:

The subject will be structured around a project that will be divided into two phases. The first phase (group) is experimental and linked to research, and the second (in pairs or individually) has an applied nature and is related to the environment where the design application will be developed and will be based on the conclusions that the student draws from the first.

As a starting point, the student will have to experiment with the material. They will identify a material, preferably harmful or waste, and reconfigure its use in order to generate a new application with sustainable properties. To do this, the student will be able to experiment and work on a real scale in any environment.

Throughout the course, theoretical learning capsules related to projects will also be interspersed to complete knowledge such as:

Materials: properties and classification; Circular economy. Creadle to Creadle; New technologies and new materials.

The student will have to solve some short exercises related to the learning capsules presented.

Teaching methodology:

Each project will include the presentation, explanation and analysis of the specific topic, the practical application of the analysis topic, sessions for sharing the resolutions and validations of the project. At the end of the project, critical evaluation sessions will be held where the student will present and argue the content of their work.

Training activities:

Theoretical master classes and conferences

ECTS: 15%

Teaching/learning methodology: Lectures and debate in combined groups.

Information, documentation and data collection

ECTS: 15%

Teaching/learning methodology: Research work on sources, collection of information, analysis and documentary preparation of it.

Project development

ECTS: 30%

Teaching/learning methodology: formulation of design programs based on simulated situations and guidelines for project development. Independent work with assistance with problems that arise in the

development of the project, both conceptual and technical. Individualized and/or group corrections.

Technology

ECTS: 10%

Teaching/learning methodology: Assistance in resolving technological and construction difficulties.

Representation and validation

ECTS: 10%

Teaching/learning methodology: Assistance in resolving difficulties in graphic or three-dimensional representation

Tutorials

ECTS: 10%

Teaching/learning methodology: Project monitoring and correction tutorials

Evaluation

ECTS: 10%

Teaching/learning methodology: Individual and collective presentations of the project documentation and report, oral defense of the project, and round of assessments.

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.

Each subject will define the use of generative AI tools in assessed activities according to one of the following three levels: use not permitted; use restricted to specific tasks indicated by the teaching staff; or use permitted as part of the working process, provided that it is declared and justified.

When AI has played a significant role in an assessed activity, the student must declare which tool they used, for what purpose, at which stage of the work, and what subsequent review, selection or transformation they carried out.

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 general evaluation criteria will take into account the following: the student's active participation in classes and monitoring of the subject, the submission of assignments on the specified dates and attendance.

Regarding the works, the quality of the content of the works, the adequacy to the briefing and the work guidelines, the correct representation, presentation and exposition of the project will be assessed.

Project 1 represents 50% of the final grade. Project 2, 30% of the final grade. And the final 20% corresponds to the work related to the learning capsules, and the student's attendance and active participation in class.

Review process

To be considered passed the subject, a minimum grade of 5 must be obtained for each of the assignments completed during the course.

Projects have a non-extendable due date. Learning capsule assignments submitted after the due date will be scored 0.5 points less than the grade obtained.

The student will be able to re-submit the work throughout the course and also during the reassessment week as long as they have previously submitted the work within the established dates.

Class attendance is mandatory. As this is a project subject, with a progressive delivery schedule, it is very difficult to acquire knowledge and carry out the practicals without continuous in-person monitoring of the classes.

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.

Correctly reference documentary sources, the necessary bibliography and knowledge of the heritage environment both for the projection and for the analysis and reasoned criticism of design and/or art.

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.

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.

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.

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.

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

Bibliography and Resources

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