

COURSE DESCRIPTION

EXPLORING DESIGN PERSPECTIVES

Course title Exploring Design Perspectives	Kursustitel Udforskning af designperspektiver
Course number KF1FP--BUE	Approved 29.06.2021
Level and semester MA, 1 st . semester	Field of study Design for People, Planet, Play
ECTS 5	Responsible Eva Kappel
Exam form Written	Assessment Pass/Fail
Censor Internal	Extent of exam 3-5 standard pages that covers the learning outcome of the course.

COURSE DESCRIPTION

EXPLORING DESIGN PERSPECTIVES

Course objective

The course objective is to give the students tools and methods to uncover what they already can, and define what they want with their master's education and develop a (preliminary) ambition for what they want to achieve after graduation.

Based on various exercises, cases and theory of design positions, the students examine and identify their motivation, design-professional values and overall goals of the education through reflection on their own learning and experience.

The course helps the students to find and keep focus in their learning activities through the first semester, while enabling an ongoing (self-) monitoring, evaluation and adjustment of the long-term goals.

The course focuses on the development of the student's design-professional standpoint.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- have knowledge of and insight into their own standpoint in the design field
- identify and define different design positions through cases and literature

Skills:

- apply cases and selected theory about design positions for reflection on one's own design-professional standpoint and potential
- formulate a (preliminary) professional direction and ambition as a designer in writing, verbally and visually

Competences:

- be able to apply selected theories to explore and put into perspective one's own professional standpoint
- be able to relate own competencies to needs and expectations from the outside world

COURSE DESCRIPTION

MATERIAL NARRATIVES

Course title Material Narratives	Kursustitel Materialefortællinger
Course number PT1MM--KMU	Approved 20.04.2020
Level and semester MA, 1 st semester	Field of study Design for Planet
ECTS 10	Responsible Karen Marie Hasling
Exam form Oral exam (see appendix 2)	Assessment 7-point grading scale The exam will be an evaluation of the presented design product and the oral defense.
Censor Internal	Duration of exam an individual exam is 30 minutes a group of two students is 50 minutes a group of three students is 70 minutes a group of four students is 90 minutes
Prerequisite As a mandatory prerequisite for participation in the oral exam, you must deliver a project description within the framing of the course.	Individual or group exam The exam takes the form of either an individual exam or a group exam (up to four students in a group).

COURSE DESCRIPTION

MATERIAL NARRATIVES

Course objective

Designers work with materials as a membrane that can translate ideas and concepts in to meaning and values for the user, when the user interacts with the design.

This course addresses materials from a broad and holistic perspective, in order to emphasise and activate the role of materials in design for sustainability. Thereby the course places the material as centre for exploration and experimentation.

The objective of the course is to strengthen understanding and awareness of the multiplicity of possible material engagements and involvements in design. This is throughout the course explored through the interconnected perspectives Material Culture, Material Experience, Material Structure and Material Making.

In the course, students are encouraged to explore and create material narratives in analogue as well as digital formats through engagement with one or more materials.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *explain material lifetime aspects of materials including technical, functional and emotional aspects and their relevance for design for sustainability*
- *describe and discuss material perspectives, concepts and strategies introduced in the obligatory literature*

Skills:

- *execute and document material focused research and experiments*
- *examine and analyse outcomes of experiments and make conclusions*
- *identify and pursue design for sustainability conceptual potentials in the research outcome*

Competences:

- *argue for and formulate a design for sustainability intention for a material focused design process*
- *develop narratives of, with and around materials for a defined purpose and context of use*
- *create a material focused design proposal based on sustainability principles*

COURSE DESCRIPTION

SKILLS WORKSHOP

Course title Skills Workshop	Kursustitel Skills Workshop
Course number KF1SW--BUE	Approved 29.06.2021
Level and semester MA, 1 semester	Field of study Accessory, Industrial, Communication, Fashion & Textile Design
ECTS 5	Responsible Eva Kappel
Exam form Class participation	Assessment You are required to attend of 75% of all course lessons and participate actively in class.
Censor Internal	Extent of exam The re-exam consists of a combination exam (oral + product)

COURSE DESCRIPTION

SKILLS WORKSHOP

Course objective

The objective of the course is to allow the students to develop and/or broaden their design expertise through the acquisition of new skills within the field of design. The students must individually reflect on how the acquired skill supports their professional development.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *be able to explain and determine how the newly acquired skills and knowledge can and will inform and develop her/his design process and projects*

Skills:

- *be able to use and possibly investigate the acquired new skills.*

Competences:

- *be able to acquire new skills and show how this contributes to his/her aspirations within design and potentially to the design field as such*

COURSE DESCRIPTION

LEARNING FROM THE PAST

Course title Learning from the Past	Kursustitel Læring fra fortiden
Course number PT1FT--KMU	Approved 20.04.2021
Level and semester MA, 1 st semester	Field of study Design for Planet
ECTS 10	Responsible Karen Marie Hasling
Exam form Oral exam (see appendix 2)	Assessment 7-point grading scale The exam will be an evaluation of the presented design product and the oral defense.
Censor Internal	Duration of exam an individual exam is 30 minutes a group of two students is 50 minutes a group of three students is 70 minutes a group of four students is 90 minutes
Prerequisite As a mandatory prerequisite for participation in the oral exam, you must deliver a project description within the framing of the course.	Individual or group exam The exam takes the form of either an individual exam or a group exam (up to four students in a group).

COURSE DESCRIPTION

LEARNING FROM THE PAST

Course objective

This course addresses how objects, knowledge of and knowhow from past practices can be a rich and valuable source for designers working with sustainability. A focus in the course is to explore the relation between function, material, aesthetics, technology, production and use. Thereby students build important understandings of how design develops and gain meaning in situated contexts, which is necessary when developing sustainable design concepts for the future.

To inform the design process and uncover sustainability potentials, the course introduces relevant literature and activates two types of explorative methods:

- a.) product timelines and
- b.) use of inventory studies

Based on these investigations students develop design concepts with products, services and/or systems furthering sustainability.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *describe core aspects of the obligatory course literature*
- *explain the methods applied in the project*

Skills:

- *plan, execute and analyse a product timeline for a selected product group*
- *plan, execute and analyse a use & inventory study related to a selected user group*
- *organise, interpret and transform the outcome of the research within a design process*

Competences:

- *evaluate and select research outcome, in terms of sustainability potentials, and identify a relevant future context*
- *create a novel design concept from research on past practices for a specific context*
- *realise a design solution based in the concept through design disciplinary means*

COURSE DESCRIPTION

DESIGN METHODOLOGY

Course title Design Methodology	Kurstittel Designmetologi
Course number KF2MD--BUU	Approved 30.08.2020
Level and semester MA, 2 nd semester	Field of study Design for People, Planet & Play
ECTS 5	Responsible Eva Kappel
Exam form Class participation	Assessment You are required to attend of 75% of all course lessons and participate actively in class.
Censor Internal	Information about the re-exam The re-exam consists of a written assignment of 7-10 standard pages that covers the learning outcome of the course.

COURSE DESCRIPTION

DESIGN METHODOLOGY

Course objective

The course objective is to give the students a thorough introduction to design methodology in a historic perspective and make the students able to understand and put theories, discussions and main directions in the field into perspective as well as reflect on their own practice.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *have knowledge about and be able to discuss design methodology in a historic perspective*
- *be familiar with key design methodological theories*

Skills:

- *be able to explain the concept design methodology*
- *be able to apply design methodological theories*

Competences:

- *be able to reflect on design methodology in relation to his or her own practice*

COURSE DESCRIPTION

PREFERRED FUTURES

Course title Preferred Futures	Kurstitel Fortrukne Fremtider
Course number PT1PF--KMU	Approved 31.08.2018
Level and semester MA, 2 nd semester	Field of study Design for Planet
ECTS 10	Responsible Karen Marie Hasling
Exam form Oral exam (see appendix 2)	Assessment 7-point grading scale The exam will be an evaluation of the presented design product and the oral defense.
Censor External	Duration of exam an individual exam is 30 minutes a group of two students is 50 minutes a group of three students is 70 minutes a group of four students is 90 minutes
Prerequisite As a mandatory prerequisite for participation in the oral exam, you must deliver a project description within the framing of the course.	Individual or group exam The exam takes the form of either an individual exam or a group exam (up to four students in a group).

COURSE DESCRIPTION

PREFERRED FUTURES

Course objective

A fundamental aspect of designers' work is directed towards the future, as he or she anticipates the needs and potentials of tomorrow. However, when working for a sustainable future, it can be important for designers to expand the reach of this anticipatory competence and influence and/or shape the future itself.

For this purpose, the course introduces and activates four approaches to design; Speculative Prototyping, Design Fiction, Critical Design and Design Activism.

Through future studies research, dialogue with external organisations and own design disciplinary motivations the students identify an issue/problem/question and select and/or develop an approach, by which the challenge can be addressed.

In the design process, students develop tangible/visual/interactive design proposals for a preferred future

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *describe and relate the core concepts of speculate prototyping, design fiction, critical design and design activism*
- *identify and select sources and literature from future studies that is relevant for the project*
- *discuss course literature in relation to design project*

Skills:

- *identify an issue in relation to sustainability that can be influenced, shaped or solved through a speculative/fictional/critical and/or activist design approach*
- *apply and carry out a speculative/fictional/critical and/or activist approach to a design process*

Competences:

- *evaluate and combine personal, design disciplinary and societal motivations within a speculative/fictional/critical and/or activist design project*
- *use design as means for installing reflection, new perception and change of behaviour in a specific societal group or culture*
- *use anticipatory design competences to further awareness in society on sustainable agenda*

COURSE DESCRIPTION

EMPOWERING CHANGE

Course title Empowering Change	Kurstitel Styrkelse af forandringsprocesser
Course number KF1FP--BUE	Approved 29.06.21
Level and semester MA, 2 nd semester	Field of study Design for People, Planet & Play
ECTS 5	Responsible Eva Kappel
Exam form Class participation	Assessment You are required to attend of 75% of all course lessons and participate actively in class.
Censor Internal	Information about the re-exam The re-exam consists of a written assignment of 7-10 standard pages that covers the learning outcome of the course.

COURSE DESCRIPTION

EMPOWERING CHANGE

Course objective

It is becoming increasingly clear that we as designers need to create first action and change rather than merely ideas, concepts and products. A significant and expanding part of work life for designers today is the ability to plan and facilitate design processes often in cross-disciplinary teams, rather than only having the capability to create products.

The process might lead to a specific idea, solution or intervention, change of existing habits and mindsets, or new ways of communicating challenges and opportunities in the world. In short, we are the "DOers" of today and tomorrow.

The course centers around process facilitation that supports entre- and intrapreneurship in start-ups and SMEs and relates to green sustainability and social inclusion agenda. It aims to give the student an understanding of the importance of not only creating ideas but also creating first actions and thus empowering change initiatives. The aim being that students will be able to understand how they might advance design problems, ideas and solutions through close collaboration with chosen companies, and through student facilitated design sprints. Process planning and facilitation is closely connected to project management. The course will touch upon project management on a smaller scale.

Through real-life scenarios the work within the course is to identify relevant challenges and take steps towards strong design solutions in co-work with exterior partners that might be realized within a near future.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *Discuss theories and approaches related to design process facilitation and design sprint including ways to approach the design facilitator role*
- *Condense how designers can create first steps towards change in organizations*
- *Identify project management tools on a smaller scale*

Skills:

- *Identify a specific design challenge and plan a framework for a design sprint*
- *Apply and train individual and collective entre- and intrapreneurial skills in collaboration with external partners*
- *Disseminate design sprint progress and outcome visually and verbally*

Competences:

- *Apply relevant methods for user and stakeholder involvement in a project that calls for green and social sustainable solutions*
- *Deliver an innovative design proposal in the form of a relevant early and rapid prototype in collaboration with a company or organisation*
- *Present progress and outcome of the design sprint within the context of a business, an organization and/or an institution*

COURSE DESCRIPTION

HOLISTIC SYSTEMS

Course title Holistic Systems	Kurstitel Helhedstænkte systemer
Course number PT1HS--KMU	Approved 29.08.2019
Level and semester MA, 2 nd semester	Field of study Design for Planet
ECTS 10	Responsible Karen Marie Hasling
Exam form Oral exam (see appendix 2)	Assessment 7-point grading scale The exam will be an evaluation of the presented design product and the oral defense.
Censor Internal	Duration of exam an individual exam is 30 minutes a group of two students is 50 minutes a group of three students is 70 minutes a group of four students is 90 minutes
Prerequisite As a mandatory prerequisite for participation in the oral exam, you must deliver a project description within the framing of the course.	Individual or group exam The exam takes the form of either an individual exam or a group exam (up to four students in a group).

COURSE DESCRIPTION

HOLISTIC SYSTEMS

Course objective

Central to creating sustainable impact is to work holistically with the use of resources. As design is developed and used within material, technological, economic and human systems, designers need to understand production, communication, consumption and disposal on a systems level in order to develop holistic design strategies for prolonging lifespan, optimising use and managing waste.

This course introduces to and activates core strategies for holistic systems building circular, service, and sharing systems. Furthermore, a number of key tools and methods for systems analysis and assessment will be introduced and applied such as Life Cycle Analysis and Business Model Canvas.

Students will work with real company cases to analyse existing systems, explore potentials and develop new sustainable design driven systems proposals, prototypes and final design products/services/systems.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *be able to explain strategies for holistic systems building*
- *be able to relate course literature on strategic systems to the design project*
- *be able to discuss possible implications/effects of applying the strategies to own design field*

Skills:

- *be able to analyse a complex system in relation to a selected company setting, using the methods and tools applied in the course*
- *be able to explore and address a sustainability challenge/problem through the application of holistic systems building strategies in a design project*

Competences:

- *be able to create a system design proposal that increases the overall sustainability performance within a company context*
- *be able to develop design products and/or services that can support the system design*
- *be able to evaluate and argue implications of implementing the systems proposal in terms of sustainable impact*

COURSE DESCRIPTION

DESIGN FOR BEHAVIORAL CHANGE

Course title Design for Behavioral Change	Kursustitel Design for adfærdsændringer
Course number KX2AD--KMU	Approved 20.04.2021
Level and semester MA, 3 rd semester	Field of study Design for People & Design for Planet
ECTS 15	Responsible Anne Corlin & Ulla Ræbild
Exam form Oral exam (see appendix 2)	Assessment 7-point grading scale The exam will be an evaluation of the presented design product and the oral defense.
Censor Internal	Duration of exam an individual exam is 40 minutes a group of two students is 65 minutes a group of three students is 90 minutes a group of four students is 115 minutes
Prerequisite As a mandatory prerequisite for participation in the oral exam, you must deliver a project description within the framing of the course.	Individual or group exam The exam takes the form of either an individual exam or a group exam (up to four students in a group).

COURSE DESCRIPTION

DESIGN FOR BEHAVIORAL CHANGE

Course objective

The future has become precarious because of climate change, global inequalities and scarcity of resources. For many people it is easier to imagine catastrophes than to envision futures that meet these challenges. Traditionally design has pushed everyday behaviours through contributing with imagery for the good life. Today behavioural change is as important as ever and design and design processes are essential means in imagining and rehearsing other futures.

This course introduces the students to design, that engages people in changing everyday cultures through imagery of other futures. Bringing inspiration from anthropology and with support of design anthropological methods the course is concerned with how to design for behavioural change that responds to complex social and environmental challenges.

The students will be introduced to design anthropology and the use of such methods as codesign/cocreation (e.g. workshops, design games, dialogue tools) and design interventions (e.g. performances, artefacts, spatial reconfigurations).

In the project the students must (1) identify and engage with a context or site, where complex challenges call for changing everyday cultures, and (2) develop and use appropriate methods to involve those concerned in behavioural change through co-creating imagery of other futures.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *be able to describe key concepts, methods and approaches, within the course literature.*
- *be able to discuss the role of the designer within this field.*

Skills:

- *identify a relevant challenge to work with*
- *be able to develop appropriate methods to involve people in designing for behaviour change*

Competences:

- *be able to plan and execute a design process for behavioural change*
- *be able to document and in a convincing manner present the design for behavioural change project*
- *be able to reflect upon and communicate the potential effects of the design project*

COURSE DESCRIPTION

CAREER LAB

Course title Career Lab	Kursustitel Career Lab
Course number KF2KV--BUU	Approved 31.08.2018
Level and semester MA, 3 rd semester	Field of study Design for People, Planet & Play
ECTS 5	Responsible Eva Kappel
Exam form Class participation	Assessment You are required to attend of 75% of all course lessons and participate actively in class.
Censor Internal	Information about the re-exam The re-exam consists of a written assignment of 7-10 standard pages that covers the learning outcome of the course.

COURSE DESCRIPTION

CAREER LAB

Course objective

The course consists of strategic career promoting elements for designers, understanding of competencies, communication and business knowledge.

The ability to communicate your competencies and potential in a receiver-oriented manner is vital to ensure that the message is received correctly. This combined with understanding of target-group and practice in variation of your message and the tools supporting the particular message.

Working as a designer it is important to understand how design helps businesses create economic value, which different roles and positions a designer might have in different companies.

The course gives a basic understanding of legal conditions in relation to the design profession, and an introduction into market conditions, rights and employment possibilities.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *have knowledge about IRP*
- *have knowledge about how the Danish job market rules and legislations.*
- *have knowledge of how designing products/services can create economic growth.*

Skills:

- *convert your design competences to a wide labour market*
- *create a profile on LinkedIn, social media and job portals*
- *write target-oriented job applications*
- *build up a professional CV and a target-oriented portfolio*
- *communicate your skills and competencies through an elevator pitch*

Competences:

- *know how to fit into the value chains of a given company/ institution*
- *target your communication towards a specific target group*
- *communicate target-oriented value proposition*

COURSE DESCRIPTION

DEEP RESEARCH

Course title Deep Research	Kursustitel Deep Research
Course number KF2DR--BSU	Approved 31.08.2020
Level and semester MA, 3 rd semester	Field of study Design for People, Planet & Play
ECTS 10	Responsible Eva Kappel
Exam form Written assignment	Assessment Pass/Fail
Censor Internal	Extent of exam An individual exam is 4-6 standard pages A group of two students is 6-9 standard pages A group of three students is 8-12 standard pages
Comments	Individual or group-based exam The maximum number of students in one group is limited to three students.

COURSE DESCRIPTION

DEEP RESEARCH

Course objective

This course focusses on conducting research through design, and the designer as producers of new knowledge.

Through the course, the students are introduced to relevant qualitative research methods, in order to activate their design skills for generating empirical data and conducting design research.

The course is about Design research as an approach to generate, collect and analyse data in a systematic, transparent and valid way. The purpose of the course is to provide the students with understanding of how to contribute with new knowledge within the field of design.

The course contains a number of interrelated elements to be conducted in an iterative design research process. E.g. fieldwork, design experiments, data analysis, literature studies, reflective writing etc.

Within this course, the students will disseminate their design research as a written assignment in a format of a short academic paper.

Learning outcome

At the examination, the student is expected to:

Knowledge:

- *position the project within design research (e.g. Research Through De-sign, Practice based research, Constructive design research)*
- *describe reasons for the chosen methods for generating and analysing empirical data*

Skills:

- *formulate, conduct and document a design-led experiment*
- *combine different methods for generating and analysing data*
- *generate data through the fieldwork and the design experiment*

Competences:

- *analyse and compare empirical data (field work and design experiments) against existing literature in order to identify findings*
- *disseminate the design research project in a written academic format*

COURSE DESCRIPTION

MASTER'S PROJECT

Course title Master's Project	Kursustitel Kandidatprojekt
Course number KP2KA—KPU, PT2KP—KPU, PE2KP--KPU	Approved 31.08.2018
Level and semester MA, 4 th semester	Field of study Design for People, Planet & Play
ECTS 30	Responsible Eva Kappel
Exam form Combination exam: Written assignment, oral defence and design product	Assessment 7-point grading scale The Master's project will be assessed as an overall evaluation of the written assignment, the presented design product and the oral defence. The three elements will be evaluated equally.
Censor External	The extent of the written report an individual exam is 18-25 standard pages a group of two students is 24-37,5 standard pages a group of three students is 36-50 standard pages The exam duration for an individual exam is 60 minutes a group of two students is 90 minutes a group of three students is 120 minutes
Comments	Individual or group-based exam The maximum number of students in one group is limited to three stu- dents either within or across disciplines.

COURSE DESCRIPTION

MASTER'S PROJECT

Course objective

The Master's project must document that the student is able to solve relevant and complex design-professional problems on a professional international level by using design theory, methods and acquired skills.

In the Master's project, the student is able to put her or his entire professional expertise in play. Knowledge, skills and competencies acquired through the specialisation are demonstrated in the solution of a self-initiated, well-defined and delimited design-professional problem in collaboration with at least one external partner.

The Master's project is the student's framework to demonstrate her or his own design-professional potential in a relevant design project.

Learning outcome

The Master's project must demonstrate that the student at a high level:

Knowledge:

- *has business understanding*
- *has digital knowledge*
- *has an understanding of own design-professional competencies*
- *has an understanding of the scientific methods and theories of the design discipline*

Skills:

- *is able to identify and justify a relevant design-professional challenge*
- *is able to identify a relevant external part*
- *is able to set complex professional goals*
- *is able to master the artistic techniques and methods of the design discipline in a professional manner*
- *is able to reflect on the process and methods of the Master's project*
- *is able to communicate and discuss a complex design project with colleagues and lay people*

Competences:

- *is able to plan, manage and complete the design process from initial idea to execution, implementation and presentation (oral and visual)*
- *is able to demonstrate a novel design project where idiom and aesthetics are at the highest artistic level*
- *is able to put a design project into perspective in relation to an international context*
- *is able to demonstrate an understanding of the user(s) in relation to the project*
- *is able to apply the theories of the discipline to solve a relevant problem and put it into perspective*