KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
SITUATING DESIGN FOR PEOPLE

Course title Situating Design for People	**Kursustitel** Situeret design for mennesker
Exam code / Course code PE1SD--BSE / E26PE1SDUV	**Approved** 12.05.26
Level and semester MA 1st semester	**Field of study** Design for People
ECTS 2,5	**Responsible** Canan Akoglu
Exam form Written assignment	**Assessment** Pass/Fail
Censor Internal	**Extent/duration of exam** A written assignment of 12.000-17.000 characters including spaces The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though. The content of any annexed material is not considered in the assessment of the written exam.

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
SITUATING DESIGN FOR PEOPLE

Course objective
The aim of the course is to introduce the students to central perspectives, approaches, and domains within the field and establish a foundation for further studies in the master's programme. The course provides a foundational entry point and supports progression towards more specialised design studies.

The course also supports students in articulating an emerging professional position through written, visual, and oral formats, integrating empirical and theoretical perspectives.

During the course, the students will work on concepts and mapping their own design competencies, skills and knowledge in relation to designing for and with people, with emphasis on understanding stakeholders as situated and active participants in the design processes.

Learning outcome
At the examination, the student is expected to:

Knowledge
- *have knowledge about central perspectives, frameworks, approaches, concepts, domains, tools and methods related to designing for and with people*
- *identify stakeholders as situated and active participants in design contexts*

Skills
- *be able to map their own design competencies, skills, and knowledge related to designing for and with people*
- *be able to analyse design situations in relation to stakeholders and context*
- *be able to identify and elaborate on own design principles used as guides for practice and professional development*

Competences
- *be able to reflect on own role and position as a designer working with and for people*
- *be able to reflect critically on the role of design in terms of diversity, inclusivity, accessibility and care*
- *be able to apply exploratory and reflective approaches in design activities involving people and context*
- *be able to reflect on own design practice and professional development building on own disciplinary background*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
DESIGN PRACTICE AND PROTOTYPING

Course title Design Practice and Prototyping	**Kursustitel** Designpraksis og prototyper
Exam code / Course code KA1PP--BUE / E26KA1PPUV (Accessory Design) KI1PP--BUE / E26KI1PPUV (Industrial Design) KB1PP--BUE / E26KB1PPUV (Fashion Design) KT1PP--BUE / E26KT1PPUV (Textile Design) KK1PP--BUE / E26KK1PPUV (Communication Design)	**Approved** 21.06.23
Level and semester MA 1st semester	**Field of study** Design for People, Design for Planet, Design for Play
ECTS 7,5	**Responsible** Eva Kappel
Exam form Class participation	**Assessment** Pass/fail In order to pass, the student is required to attend 75% of course lessons and participate actively in class.
Censor Internal	**Reexam** The reexam is an individual oral exam. The duration of the reexam is 30 minutes: 10 minutes for the student's presentation 10 minutes for questions from examiners 10 minutes for deliberation and announcement

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
DESIGN PRACTICE AND PROTOTYPING

Course objective
The course focuses on the prototype as a carrier of aesthetic and sensual aspects of design. As a designer, it is important to be aware of the prototype as a communication tool for the designer and other stakeholders.

The prototype has many different purposes and possibilities of use in a development process which calls for different designs and degrees of completion. For example, the level of skill will vary from the first quick mock-ups to the finished realisation models. Likewise, the design of the prototype will depend on the field of investigation for the specific test, e.g., material, shape, colour, function, construction, scale.

In the course, the students will be introduced to the subject areas' different ways of producing and discussing prototypes and be introduced to the associated workshops.

There will be activities that support the reflection on how the individual student can best communicate their designs with the skills and competences they have available. In addition, the course will expand the students' professional repertoire within prototyping and encourage them to form a strategy for their future acquisition of skills.

Learning outcome
At the examination, the student is expected to:

Knowledge:
- *understand the prototype as a central carrier of the communication of the aesthetic and sensory aspects of design*
- *have an understanding that prototypes can have different purposes and possibilities of use in a development process*

Skills:
- *be able to use relevant techniques and tools from the field*
- *be able to develop and select techniques and tools for prototyping that are in accordance with the mediating purpose*

Competences:
- *be able to reflect on one's repertoire of prototypes and how they can be used in the future*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
FOUNDATIONS OF SOCIAL DESIGN

Course title Foundations of Social Design	**Kursustitel** Grundlaget for socialt design
Exam code / Course code PE1GS--KME / E26PE1GSUV	**Approved** 06.06.23
Level and semester MA 1st semester	**Field of study** Design for People
ECTS 15	**Responsible** Canan Akoglu
Exam form Combination exam: Oral defence and design product	**Assessment** 7-point grading scale The exam is an overall evaluation of the presented design product and the oral defence
Censor Internal	**Extent/duration of exam** Individual exam: 40 minutes Group of two students: 65 minutes Group of three students: 90 minutes Group of four students: 115 minutes The time is divided equally between presentation, discussion, and deliberation/announcement.
Group exam The exam can be taken as an individual exam or a group exam with up to four students in a group	

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
FOUNDATIONS OF SOCIAL DESIGN

Course objective
Designers are increasingly entering domains of social challenges such as improved working or living conditions. The main objective of this course is to enhance the students' understanding of social design through providing framework both in terms of theory and practice.

The course takes point of departure in the changing role of the designer and advances the students' knowledge about the contextual development and expansion of design as well as the designer's role in relation to social design. Additionally, this course addresses domains where design can create impact in people's lives and foster change. In the course, the students are introduced to the mindset and shift from designing 'for' people to designing 'with' people in relation to participatory design and are asked to start practicing in the trajectories of social design and design for social innovation. By introducing this shift, the students develop practicing a more collaborative design approach based on stakeholder/citizen involvement. Furthermore, the course provides knowledge about design anthropology.

In the course, the students are encouraged to start situating their design disciplines in relation to social design through concrete project work and/or exercises.

Learning outcome
At the examination, the student is expected to:

Knowledge:
- *have an understanding of and be able to describe the changing role of the designer*
- *have an understanding of and be able to explain the core lines in social design and design for social innovation*
- *have an understanding of and be able to identify domains where design can create impact in people's lives*

Skills:
- *organise and conduct a stakeholder/citizen involvement study*
- *apply and interpret on insights from stakeholder/citizen involvement into the design project*

Competences:
- *develop a design project based on the identified challenge and stakeholder/citizen involvement process*
- *argue own role as a designer in relation to social design*
- *reflect on and argue the relevance and value contribution of the project in a contemporary setting*

Generic learning outcome
In addition to the above-mentioned course-specific learning outcomes, the student is also expected to:

- *use and communicate knowledge, skills and/or methods from the subject area (Communication Design, Accessory Design, Industrial Design, Fashion Design or Textile Design) as a lever for relevant prototypes and solutions within the design challenge*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
FOUNDATIONS OF SOCIAL DESIGN

- *be able to translate design experiments – regardless of the outcome – into learning and development of their own design practice*
- *be able to present own research and project through an oral and visual presentation, that both explains what, why and how, and contains a reflection on the process and the concrete learning along the way*
- *be able to argue own role as a designer in the design process*

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COURSE DESCRIPTION
EXPLORING DESIGN PERSPECTIVES

Course title Exploring Design Perspectives	**Kursustitel** Udforskning af designperspektiver
Exam Code / Course Code KF1UP--BUE / E26KF1UPUV	**Approved** 12.05.26
Level and semester MA 1st & 2nd semester	**Field of study** Design for People, Design for Planet, Design for Play
ECTS 7,5	**Responsible** Eva Kappel
Exam form Class participation	**Assessment** Pass/fail In order to pass, the student is required to attend 75% of course lessons and participate actively in class which includes submission of a written assignment of 24.000-36.000 characters. The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though.
Censor Internal	**Reexam** The reexam is an individual written assignment of 24.000-36.000 characters including spaces that covers the learning outcome of the course The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though.

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
EXPLORING DESIGN PERSPECTIVES

Course objective
The course introduces students to key perspectives and opportunities within the professional design field and supports reflection on their motivation and career goals.
The student's design competences from their past and the motivation of the present are mapped to create and support the aspirations within Design for People, Planet or Play in the future.
During the course, the students will work on identifying their own professional values, preferences and possible job roles in relation to their specific field or niche of design.
Finally, the course will focus on communicating the student's professional point of view, verbally, visually and in writing.

Learning outcome
At the examination, the student is expected to:

Knowledge:

- *have insight into the facets of the specialization ((Design for People, Planet or Play) and be able to reflect on their own professional point of view and potential*

Skills:

- *be able to map their own competences and build a scenario of where/how they see themselves working in the future*
- *be able to formulate a professional direction as a designer in writing, and be able to reflect on their own professional point of view and potential*

Competences:

- *be able to relate their own competences to needs and expectations from the professional field*
- *be able to use selected theories and tools to examine their own professional point of view and put it into perspective*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
DESIGN METHODOLOGY

Course title Design Methodology	**Kursustitel** Designmetodologi
Exam code / Course code KF1MT--BSE / F27KF1MTUV	**Approved** 30.08.20
Level and semester MA 2nd semester	**Field of study** Design for People, Design for Planet, Design for Play
ECTS 2,5	**Responsible** Eva Kappel
Exam form Written assignment	**Assessment** Pass/fail
Censor Internal	**Extent/duration of exam** A written assignment of 6000-8000 characters including spaces. The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though. The content of any annexed material is not considered in the assessment of the written exam.
Individual/group exam It is not possible to hand in the written assignment as a group exam.	

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KOLDING SCHOOL OF DESIGN

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*

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COURSE DESCRIPTION
EMPATHY AND EQUITY

Course title Empathy and Equity	**Kursustitel** Empati og lige adgang
Exam code / Course code PE1LA--KME / F27PE1LAUV	**Approved** 06.06.23
Level and semester MA 2nd semester	**Field of study** Design for People
ECTS 15	**Responsible** Canan Akoglu
Exam form Combination exam: Oral defence and design product	**Assessment** 7-point grading scale The exam is an overall evaluation of the presented design product and the oral defence
Censor External	**Extent/duration of exam** Individual exam: 40 minutes Group of two students: 65 minutes Group of three students: 90 minutes Group of four students: 115 minutes The time is divided equally between presentation, discussion, and deliberation/announcement.
Group exam The exam can be taken as an individual exam or a group exam with up to four students in a group	

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COURSE DESCRIPTION
EMPATHY AND EQUITY

Course objective
This course takes account of individual citizen's life course and investigates ways to re-imagine creating value with stakeholders/citizens for increased wellbeing.

The course focuses on participatory design, empathy, equity and ethics. In the course, the students dive deeper into participatory design and develop their capabilities in relation to participatory design as well as how and when to use relevant (participatory) design methods in order to create meaningful engagements with stakeholders/citizens. The students are provided knowledge about equity which acknowledges that individuals have different circumstances, backgrounds and needs. The course addresses aspects about anonymity and confidentiality in relation to ethics.

This course provides space for the students to merge their knowledge and skills into practice with a concrete project work based with participatory design approach in care, health or overall wellbeing. In order to accomplish own design project, the students also design and develop relevant tools for stakeholder/citizen engagement and account for techniques, methods and approaches for putting those designed tools into action.

Learning outcome
At the examination, the student is expected to:

Knowledge:
- *have an understanding of and be able to describe the core lines of participatory design approach, the role of empathy and equity in a design project*
- *have an understanding of and be able to explain the intensions of designing specific tools, techniques and/or methods for engaging with stakeholders/citizens*

Skills:
- *illustrate and analyse the identified context and the challenge for the design project*
- *demonstrate ability to organise the process for the design project with participatory design approach*

Competences:
- *develop tools/toolkits, techniques and/or methods to use in the design project based on participatory design approach*
- *argue choosing appropriate tools, techniques and/or methods for engaging with stakeholders/citizens*
- *develop a design solution responding to the identified context and challenge with participatory design approach*

Generic learning outcome
In addition to the above-mentioned course-specific learning outcomes, the student is also expected to:

- *use and communicate knowledge, skills and/or methods from the subject area (Communication Design, Accessory Design, Industrial Design, Fashion Design or Textile Design) as a lever for relevant prototypes and solutions within the design challenge*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
EMPATHY AND EQUITY

- *be able to translate design experiments – regardless of the outcome – into learning and development of their own design practice*
- *be able to present own research and project through an oral and visual presentation, that both explains what, why and how, and contains a reflection on the process and the concrete learning along the way*
- *be able to argue own role as a designer in the design process*

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COURSE DESCRIPTION
EMPOWERING CHANGE

Course title Empowering Change	**Kursustitel** Styrkelse af forandringsprocesser
Exam code / Course code BF1EM--BSE / F27KF1EMUV	**Approved** 24.09.24
Level and semester MA 2nd semester	**Field of study** Design for People, Design for Planet, Design for Play
ECTS 2,5	**Responsible** Eva Kappel
Exam form Written assignment	**Assessment** Pass/fail
Censor Internal	**Extent/duration of exam** A written assignment of 5500-6500 characters including spaces. The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though. The content of any annexed material is not considered in the assessment of the written exam.
Individual/group exam It is not possible to hand in the written assignment as a group exam.	

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KOLDING SCHOOL OF DESIGN

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 being able to create products. Such processes might lead to a specific idea, solution, intervention, change of existing habits, mindsets, and practices, or new ways of communicating challenges and opportunities in and to the world. In short, we are the "DOers" of today and tomorrow.

The course builds on the 'Design Methodology' course. It aims to give the student an understanding of how prominent, contemporary design methodologies can aid the student in creating new ideas that can empower viable change in the relevant contexts – business, daily life, institutional, public, etc.

The students' work in the course involves real-life scenarios, often presented as a design brief formulated by a collaborating organization/s. Combining these scenarios with design methodological ways of thinking and designing, the students must identify relevant challenges and take steps towards robust design solutions in collaboration with the external partnering organization/s. Process planning and facilitation are closely connected to project management, and the course will touch upon project management on a smaller scale.

Learning outcome
At the examination, the student is expected to be able to:

Knowledge:
- *condense how designers can create the first steps towards change in and with organizations, grounded in real-life scenarios and current design methodologies*
- *identify project management tools on a smaller scale*

Skills:
- *interpret a real-life scenario, identify a specific design challenge, and plan a framework for approaching this challenge*
- *carry out a design process, focusing on empowering change, and ongoingly disseminate progress and outcome visually, materially, and/or verbally*

Competences:
- *apply relevant methodologies and methods for the involvement of stakeholders, key concepts, existing and new knowledge etc. in the design process*
- *deliver an innovative design proposal in the form of, for instance, a relevant early and rapid prototype to a partnering organization*

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COURSE DESCRIPTION
CRITICAL FRAMING

Course title Critical Framing	**Kursustitel** Kritisk rammesætning
Exam code / Course code PE1KR--KME / F27PE1KRUV	**Approved** 06.06.23
Level and semester MA 2nd semester	**Field of study** Design for People
ECTS 7,5	**Responsible** Canan Akoglu
Exam form Combination exam: Oral defence and design product	**Assessment** 7-point grading scale The exam is an overall evaluation of the presented design product and the oral defence
Censor Internal	**Extent/duration of exam** Individual exam: 30 minutes Group of two students: 50 minutes Group of three students: 70 minutes Group of four students: 90 minutes The time is divided equally between presentation, discussion, and deliberation/announcement.
Group exam The exam can be taken as an individual exam or a group exam with up to four students in a group	

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
CRITICAL FRAMING

Course objective
The course addresses that future designers need to master critical thinking. The objective of this course is to equip students with knowledge, concepts and practices of critical design and speculative design, enabling them to explore and envision alternative perspectives, challenge existing norms or manners and potentially provoke critical discourse through their concrete design work.

In the course, the students are asked to identify a social or a societal challenge to be addressed by their design practices through artefacts and interactions. As a result, the students enhance and demonstrate their capabilities in framing a social or societal challenge and developing a design project addressing the identified challenge based on critical design and/or speculative design perspective.

Learning outcome
At the examination, the student is expected to:

Knowledge:
- *have an understanding of and be able to explain the fundamental thoughts in the literature on critical design and speculative design*
- *have an understanding of and be able to describe examples from critical and speculative design projects*

Skills:
- *identify and analyse a social or societal challenge to be addressed through a critical approach*
- *organise a design process with a critical approach*

Competences:
- *develop a design project that tackles with and illuminates the identified challenge*
- *reflect on and argue the role of the designer in a project based on critical design practice*
- *reflect on and argue the relevance and value contribution of the project in a contemporary setting*

Generic learning outcome
In addition to the above-mentioned course-specific learning outcomes, the student is also expected to:

- *use and communicate knowledge, skills and/or methods from the subject area (Communication Design, Accessory Design, Industrial Design, Fashion Design or Textile Design) as a lever for relevant prototypes and solutions within the design challenge*
- *be able to translate design experiments – regardless of the outcome – into learning and development of their own design practice*
- *be able to present own research and project through an oral and visual presentation, that both explains what, why and how, and contains a reflection on the process and the concrete learning along the way*
- *be able to argue own role as a designer in the design process*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
EXPLORING DESIGN PROFESSIONS - INTERNSHIP

Course title Exploring Design Professions - Internship	**Kursustitel** Udforskning af designprofessioner - Praktik
Exam Code / Course Code KF2IN--KSE / E26KF2INUV	**Approved** 12.05.26
Level and semester MA, 3rd semester	**Field of study** Design for People, Design for Planet, Design for Play
ECTS 30	**Responsible** Eva Kappel
Exam form Written assignment	**Assessment** 7-point grading scale
Censor Internal	**Extent/duration of exam** A written assignment in the form of a report of 19.000-24.000 characters including spaces The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though. The content of any annexed material is not considered in the assessment of the written exam.

Prerequisite
Participation in a minimum of 50% of the three supervisions and the four writing workshop days
(online option for all seven activities)

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
EXPLORING DESIGN PROFESSIONS - INTERNSHIP

Course objective
The purpose of the internship is to provide students with the opportunity to explore, refine, re-invent and develop design practices.

This is done by immersing students in professional environments where they engage with real-world challenges and collaborate with design professionals, and/or other professions to give students invaluable hands-on experience in the diverse and dynamic field of design. At the same time, the internship allows them to apply and explore their acquired design knowledge, skills, and competencies in practice. Through practical exposure, professional development, and real-world application of design skills, they are expected to expand and deepen their skillsets within professional design settings, ultimately strengthening their growth as emerging professionals.

In addition to cultivating their individual practice, students are also expected to reflect on the actual and potential impact of incorporating the unique perspectives of Design for People, Design for Planet, or Design for Play within the internship organization. This includes considering how these perspectives can contribute to developing, changing, or adjusting contemporary design practice.
The impact - actual as well as potential - may vary across a spectrum, from small incremental changes within the organisation to more radical transformations.

Learning outcome
At the examination, the student is expected to:

Knowledge
- be able to explain how existing practice works
- be able to explain and describe the possible types of economic, social, cultural and environmental values that the contemporary design practice contributes
- demonstrate knowledge of how to reference and cite literature and sources in a written text

Skills
- be able to assess, choose and use the relevant tools and methods for having (potential) impact in the host organisation
- be able to explain the (potential) impact of incorporating the unique perspectives of Design for People, Design for Planet, or Design for Play within a professional context
- be able to identify and apply relevant theory, hereunder from the Master's programme, in the written report

Competences
- demonstrate enhanced proficiency in applying design principles, methodologies, and techniques within a professional context
- cultivate a mindset by identifying opportunities for design-driven innovation, embracing critical experimentation and thinking, and embracing a proactive approach to problem-solving
- be able to communicate in writing and visually, how their design practice has evolved during the internship

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
INDIVIDUAL DESIGN PROJECT

Course title Individual Design Project	**Kursustitel** Individuelt designprojekt
Exam code / Course code KF2IP--KME / E26KF2IPUV	**Approved** 05.05.25
Level and semester MA, 3rd semester	**Field of study** Cross-disciplinary
ECTS 30	**Responsible** Eva Kappel
Exam form Combination exam: Oral defence and design product	**Assessment** 7-point grading scale The exam will be an evaluation of the presented design product and the oral defence
Censor Internal	**Extent/duration of exam** 20 minutes for the student's presentation 20 minutes for discussion 20 minutes for deliberation and announcement
Course requirements In order to be registered for the individual design project, the student must document two years of design relevant work experience or have passed a 30 ECTS internship from a design programme. Exemption from this rule can be applied for.	**Prerequisite** In connection with the formulation of the individual design project, the student must prepare a project description that must be approved by the supervisor. The student must submit the project description within a deadline set by the study administration in order to gain access to the oral exam.

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
INDIVIDUAL DESIGN PROJECT

Course objective
The individually planned design project provides students with the opportunity to develop and strengthen their knowledge, skills, and/or competencies by carrying out a self-formulated, focused specialisation project.

As part of the project, students are expected to define a well-framed and clearly delimited field of inquiry based on their academic foundation, existing competencies, and professional development goals. The project must include the development of one or more designs, communicated through prototypes. There is no requirement regarding the degree of completion.

Students should plan and execute a focused project aligned with their framework. Additionally, they are expected to identify and engage with relevant professionals or experts who can contribute with valuable knowledge and insights to the project. Beyond acquiring specific knowledge, this process aims to build an understanding of the broader context in which the project is situated.

The project is framed and carried out with individual supervision. A project description must outline the scope, and it is the supervisor's responsibility to ensure that the project workload aligns with the allocated ECTS credits.

Learning outcome
At the examination, the student is expected to demonstrate:

Knowledge
- *the ability to build upon previously acquired knowledge and reflect on their own ambitions for professional development*
- the ability to *identify relevant professional practitioners or companies that can contribute to and expand their ambition for specialization*
- *the ability to identify relevant theories and methods that support the self-formulated project*

Skills
- *the ability to set an academically ambitious goal based on existing competencies and further develop it with input from relevant professional practitioners and/or experts*
- the ability to apply relevant theories and methods that support the self-formulated project
- *the ability to identify a relevant design-related challenge, define a field of inquiry, and manage the timeline of a self-formulated project to ensure a high academic outcome*

Competences
- *the ability to identify, describe, and execute a self-formulated project in alignment with their professional development goals*
- *the ability to reflect on the strengths and weaknesses of the project and assess how it has contributed to their own academic and professional development*
- *The ability to contextualise the project within a professional, artistic, or scientific framework and to consider how the acquired competencies can be applied in the remainder of the education and/or in future professional practice*

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KOLDING SCHOOL OF DESIGN

COURSE DESCRIPTION
MASTER'S PROJECT

Course title Master's Project	**Kursustitel** Kandidatprojekt
Exam code / Course code PE2KP--KPE / F27KX2KAUV (People) PT2KP--KPE / F27KX2KAUV (Planet) KP2KA--KPE / F27KX2KAUV (Play)	**Approved** 31.08.18
Level and semester MA 4th semester	**Field of study** Design for People, Design for Planet, Design for 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. When assessing the Master's project, the student's writing and spelling skills are also assessed in addition to the academic content. However, most weight is put on the academic content, cf. the examination order.
Censor External	**Extent of the written report** Individual exam: 43.200-60.000 characters including spaces Group of two students: 57.600-90.000 characters including spaces Group of three students: 86.400-120.000 characters including spaces The cover page, notes, table of contents, illustrations and other picture material, bibliography, and any annexed material are not included in the character count. Captions are included in the character count, though. The content of any annexed material is not considered in the assessment of the written report. **Duration of the exam** Individual exam: 60 minutes Group of two students: 90 minutes Group of three students: 120 minutes The time is divided equally between presentation, discussion, and deliberation/announcement.
Individual or group exam The maximum number of students in one group is three students either within or across disciplines.	

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KOLDING SCHOOL OF DESIGN

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 their 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 their 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 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*

Generic learning outcome
In addition to the above-mentioned course-specific learning outcomes, the student is also expected to:

- *use and communicate knowledge, skills and/or methods from the subject area (Communication Design, Accessory Design, Industrial Design, Fashion Design or Textile Design) as a lever for relevant prototypes and solutions within the design challenge*
- *be able to translate design experiments – regardless of the outcome – into learning and development of their own design practice*
- *be able to present own research and project through an oral and visual presentation, that both explains what, why and how, and contains a reflection on the process and the concrete learning along the way*
- *be able to argue own role as a designer in the design process*

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