Syllabus for Design Principles 1

ID 2464-06
6 Credits
Industrial Design Building, 161 South Main Street Room 500
Tue/Thu 1:10pm - 6:10pm

About the course

Instructor: Sejin Hwang
(she, her, hers)
Surname pronunciation: Sejin [SEH-jin]
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Office Hours: by appointment

RISD Land Acknowledgement:
Rhode Island School of Design is built on what is now called College Hill, part of the ancestral homelands of the Narragansett Nation. Indigenous people from many nations—near and far—live, study and work in Providence today. The amplification of Native voices and histories is crucial to rectifying the many violent legacies of colonialism, and we gratefully acknowledge the ongoing critical contributions of Indigenous people across our state, region and nation.

Course Description
This course is an introduction to conceptual and manual skills that represent necessary steps in design evolution. Students strengthen skills by completion of several processes and exercises. Critical thinking and concept generation is a primary focus, drawing and model making activities help to establish this process. Throughout the course each student will focus on improving communication skills and the ability to project or sell ideas.

Goals of the course
Today, the field of industrial design(ID) has become so multidisciplinary which offers many spaces for us to apply and deliver our interests and potentials. The goal of this course is for you to get introduced to various methods, thoughts and systems of ID and start grappling with your interests within the field. Here are some more details:
- To be aware of the broad spectrum of industrial design
- To understand yourself as a designer
- To develop idea into concepts relative to the professional practice of industrial design, by exploring drawings and makings(3D) in a variety of media
- To explore and apply research to understand user needs
- To state, analyze, research, solve and validate design problems, using human-centered and empathetic approaches, and through an practical iterative process.

- To create a well-crafted design and documentation that shows your key steps in the design process
- To be able to present your project in a clear and precise manner
- To be able to discuss that will promote democracy, inclusiveness, empathy and reflection

Course Schedule

This is a general overview of the schedule and may be changed or updated as the need arises. I will make a note ahead and communicate any adjustment as the semester progresses so students don't have any conflicts in planning this course ahead.

Design Principles 1		
Week 1	Sep 7	
Week 2	Sep 12	
	Sep 14	
Week 3	Sep 19	
	Sep 21	
Week 4	Sep 26	
	Sep 28	
Week 5	Oct 3	
	Oct 5	
Week 6	Oct 10	
	Oct 12	
Week 7	Oct 17	MIDTERM
	Oct 19	MIDTERM
Week 8	Oct 24	
	Oct 26	
Week 9	Oct 31	
	Nov 2	
Week 10	Nov 7	
	Nov 9	
Week 11	Nov 14	
	Nov 16	
Week 12	Nov 21	
	Nov 23	No Class, Thanksgiving

Week 13	Nov 28	
	Nov 30	
Week 14	Dec 5	No Class, Reading Day
	Dec 7	
Week 15	Dec 12	

Course Materials

You will be provided many tools and materials needed for your projects, but feel free to use supplies of your own.

- Sophomore ID Tool Kit: this year, you will be given a tool kit from the department. However, it has to be RETURNED at the end of the year so please be responsible for it.
- Ball point pens, pencils, and sketchbook: please be ready to sketch and jot down your thoughts anytime during the class
- Daily requirement: laptop, water bottle, headphones
- For your projects, you will be given the basic items to start, but you'll need to get additional supplies. As always, we encourage you to see what you can reuse and what's kicking around the studios. If you ever need financial help with supplies, just let me know so that you can access the department's material's fund.

Our Methods

Our Weekly Practice

We will start each class with a fun exercise as a way to slow down and connect with ourselves and each other in preparation for our day's topic. This will include meditation, breath work, reading passages, or team building exercises.

Weekly Reflection

I will provide you with a small journal booklet for you to document your journey throughout the semester. This journal has two main sections: reflection and inspiration.

Reflection is the section that you reflect on your performance and work each week. *What was something that you learned? Something you wish to improve? Something you would like to explore more?*

Inspiration section is where you will explore design work that inspires you. This can take various forms, such as online portfolios, posters, videos, articles, or performances. Write about something that captures your attention and think about why it's interesting to you and how it relates to your own design practices. This will help you expand your knowledge and resources for the design industry.

Discussion/Critique Culture

In this class, we will have a lot of discussion and critiques to share ideas. It is important to be open-minded and be respectful to each other. Don't worry if you're not comfortable speaking in

public. We will explore different tools that would help us promote healthy and fruitful conversation throughout the semester. Also, please share if there are any specific tools that you wish to introduce for class discussion.

Classroom Rules

No Sexism, No Racism, No Ageism, No Homophobia, No Fatphobia, No Transphobia, No Hatefulness

Be yourself, be authentic, be open to learning, make mistakes, bring a sense of humor, and let's have some fun.

Time
Please be on time. If you are late, I will mark you accordingly. Three late occurrences will result in a lowering of your grade. If you are late, I will not repeat myself or catch you up during or after class. All relevant information will be on your assignment handout or in the class notes. Ask your classmate for any additional information.

Attendance
Regular and timely attendance in classes is expected of all students. Missing more than 5 hours of studio class time may impact your final grade. Three unexcused absences will result in an automatic failing grade and require withdrawal from the course. Students are responsible for making up missed work. Students who are frequently tardy risk being dismissed from class and can expect the final grade for the course to be impacted negatively.

Tools
Feel free to explore different tools for your project. However, as this course is a foundational course for you, AI software is not permitted for your project.

Grading
50% participation (discussion, critique, engagement) in class
30% studio projects
20% final project

Inclusivity Statement
We do not live alone, we do not design alone. Students of all abilities have the right to an excellent education. If for any reason you feel you have an inhibition of any kind, please make myself, or another faculty member aware so that we may assist you in working on solutions for you to complete course work and actively participate. If you do not feel comfortable sharing with

a faculty member, please feel free to inform another student who can help communicate with us and ensure all members of the classroom have equal opportunity to learn and succeed.

It is crucial that education is inclusive, tolerant, and open minded. In this class, we will have several group activities and class collaborations. Therefore, it is important to remember that this classroom will be a safe space for all students to learn, grow, and voice their opinions. We will practice respect and care towards our peers, and create equal opportunity among students. Your suggestions about how to improve the value of diversity, equity and inclusion (D.E.I) in this course are encouraged and appreciated.