industrial design revision education 2015/2016

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design for everyday & design for innovation

project organization

- company management
- company or field experts
- professor(s) / coordinator / experts / examiner(s)
- senior employees
- in-company PhD candidate(s)
- USI Interns
- FMP Interns
- B31 Interns

overall competence

approach

- has a scientific approach
- scientific skills
- professional skills
- addresses new knowledge and artefacts
- context

domain

- creative and analytical thinking and doing
- business and entrepreneurship
- mathematics and data analytics
- urban and regional studies
- addresses existing knowledge and artefacts
- individual
- individual
- individual
- individual

major changes

- revised competency model
- projects clearly connected to research involving companies and/or consortia
- electives replace modules and assignments
- rubrics as feedback
- grades for courses and electives
- course assessment = 5 ECTS
- project assessment = 50 / 20 / 30 ECTS
- competency development (for 20 / 30 ECTS projects)
- competency integration
- process, presentation, demonstrator and report
- plenary assessment only for B32 and M22 on overall competence of designing,
- professional identity and vision (as reflected in showcase)

bachelor program, interaction design engineering

B1

- Q1: creative programming / UI design
- Q2: creative programming / UI design
- Q3: creative programming / UI design
- Q4: creative programming / UI design
- creative electronic / mechanics
- engineering design
- calculus
- applied physics
- introduction to metrology
- USL tools

B2

- Q1: team design project 2
- Q2: team design project 2
- Q3: team design project 2
- Q4: team design project 2
- team design research project 3
- introduction to design research
- ownership design
- data processing / visualization
- team design research project 3
- introduction to design research
- ownership design
- data processing / visualization
- team design research project 3
- introduction to design research
- ownership design
- data processing / visualization

B3

- Q1: final bachelor project and internship
- Q2: final bachelor project and internship
- Q3: final bachelor project and internship
- Q4: final bachelor project and internship
- final bachelor project and internship
- final bachelor project and internship
- final bachelor project and internship

master program, three tracks

M1

- Q1: team project 1A
- Q2: team project 1B
- Q3: research project 2
- Q4: research project 2
- team project 1A
- team project 1B
- research project 2
- research project 2

M2

- Q1: preparation for final project / project plan
- Q2: preparation for final project / project plan
- Q3: preparation for final project / project plan
- Q4: preparation for final project / project plan
- preparation for final project / project plan
- preparation for final project / project plan
- preparation for final project / project plan

studio ID

- flexible workspaces for:
  - making / prototyping
  - meeting / discussing
  - visualizing / presenting
  - reading / analyzing

international experience

- B3 exchange (e.g. Nottingham)
- B3 internship
- M12 exchange (e.g. Rutgers)
- M12 research internship (e.g. Interactive Institute)
- M12 internship (e.g. Aalto)

design leadership & entrepreneurship

- essential ability in entrepreneurial design (24 / 1)
- design innovation strategies
- socio-technical design innovation strategies
- how creative and designing are in social dynamics
- design innovation strategies
- socio-technical design innovation strategies
- how creative and designing are in social dynamics
- essential ability in entrepreneurial design (24 / 1)

design, research & development

- user experience theory and practice
- design innovation strategies
- socio-technical design innovation strategies
- how creative and designing are in social dynamics
- design innovation strategies
- socio-technical design innovation strategies
- how creative and designing are in social dynamics
- user experience theory and practice

constructive design research

- constructivist theory and practice
- design innovation strategies
- socio-technical design innovation strategies
- how creative and designing are in social dynamics
- design innovation strategies
- socio-technical design innovation strategies
- how creative and designing are in social dynamics
- constructivist theory and practice

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