

## ESOGU Faculty of Art and Design Industrial Design Department COURSE INFORMATION FORM

SEMESTER	Fall
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COURSE CODE	1411xxx	COURSE NAME	CRITICAL DESIGN
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SEMESTER	WEEK	LY COURSE	E PERIOD	COURSE OF							
SENIESTER	Theory	Practice	Laborator	y Credit	ECTS		Type		Language		
5	2	2	0	3	5	CO	MPULSORY ( ) ELECTIVE	( X)	Turkish		
				COURSE C.	ATEGOR	Υ					
Basic Education Design		n	Natural and Applied Science			Social Science		Art			
		X					X				
			AS	SSESSMEN'	T CRITE	RIA	l.				
				Evaluati	on Type		Quantity		%		
				1st Mid-Tern			1		40		
				2nd Mid-Ter	m						
				Quiz							
	MID-7	TERM	<b> </b>	Homework							
			-	Project							
			<b>-</b>	Report							
			<u> </u>								
				Others (	)						
FINAL EXAM					1		60				
PREREQUII	EITE(S)			-				·			
COURSE DESCRIPTION			Critical design definition and goals The public and its construction as subject of critical design The role of design its possible contributions to the construction of the public Strategy and tactics Projection and tracking tactics Developing a project using tactics								
COURSE OF	BJECTIV	ES		Exploring the roles of design outside the prevailing economic paradig Reflecting on today's social, ecological, economic and technological conditions with a critical perspective as a designer, Discovering and eliminating prejudices about the definition and use or productions, Using design strategies and tactics indifferent design problems.			ological and use of ms.				
ADDITIVE ( PROFESSIO			LY	Developing an understanding of the approaches of addressing the design process as a form of inquiry,  Being able to comprehend the effects of design by revealing the relation and implications of the designed or designed-to-be objects,  Exploring the different contexts of the design field,  Increasing designer awareness and positioning yourself as a designer.				the relations			
COURSE OU	JTCOME	SS		Be able to describe current theory and concepts in design, Be able to question and analyse the relationship of material culture with daily life and practices, Be able to approach another designer's products or their own production with a critical and reflective point of view, Be able to use design tools, strategies and tactics creatively in different				productions			

	problem contexts and produce alternative approaches and scenarios.
ТЕХТВООК	Anthony Dunne ve Fiona Raby, Speculative Everything: Design, Fiction, and Social Dreaming Anthony Dunne, Hertzian Tales: Electronic Products, Aesthetic Experience, and Critical Design Michel De Certeau, Gündelik Hayatın Keşfi
OTHER REFERENCES	İstanbul Tasarım Bienali Muğlak Standartlar Enstitüsü <a href="http://dunneandraby.co.uk/content/projects">http://dunneandraby.co.uk/content/projects</a> Bruno Latour, Making things public Bruno Latour, Biz Hiç Modern Olmadık Carl DiSalvo, Adversarial Design DiSalvo (2009), Design and the Construction of Publics DiSalvo (2010), Design, Democracy and Agonistic Pluralism
TOOLS AND EQUIPMENTS REQUIRED	Personal laptops, course material

WEEKLY COURSE SYLLABUS				
WEEK	TOPICS			
1	Course introduction and syllabus presentation, feedback			
2	Critical design definition and goals			
3	The public and its construction as subject of critical design The role of design its possible contributions to the construction of the public			
4	Strategy and tactics Tactic 1: Projection			
5	Tactic 2: Tracing			
6	Presentations on sample projects based on both tactics			
7	MID-TERM EXAMS			
8	Project proposals and discussion			
9	Critical design project critique and collective discussion			
10	Critical design project critique and collective discussion			
11	Critical design project critique and collective discussion			
12	Critical design project critique and collective discussion			
13	Critical design project critique and collective discussion			
14	Critical design project critique and collective discussion			
15	Critical design project critique and collective discussion			
16	FINAL EXAMS			

NO	NO PROGRAM OUTCOMES		ribution	Level
NO			2	1
1	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;	X		
2	The ability to plan the design process, to choose and use appropriate methods and techniques;	X		
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;	X		
4	The ability to design in terms of spatial thinking using design principles and elements;		X	
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;		X	
6	The ability to visualize and present using two and three dimensional design tools;			X
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects;		X	
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws;	X		
9	The ability to carry out the design process effectively individually or in a team;		X	
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.			X
1: None	. 2: Partial contribution. 3: Complete contribution.		ı	

<b>Instructor(s):</b>	Asst. Prof. Dr. Hatice S. KESDÍ		
Signature:		Date:	