

ID264: DESIGN STUDIO II



The Process of Design Squiggle by Damien Newman, thedesignsquiggle.com

Professor	Course Info
Hannah Berkin-Harper Hb377@njit.edu Office Hours: M/Th 10a-12p or by appointment Office: Weston 522 Lab: Weston 661	Meets: Monday+Thursday 1-5:20pm Location: Weston 661 Canvas: https://njit.instructure.com/courses/44174 Prerequisites: ID 263, AD150

Bulletin Description

This course is a continuation of ID 263 with the focus shifting toward selected problems derived from the areas of work, health, education, recreation and communication. Introduction to the case study method of analyzing existing products.

Detailed Description

This studio will focus on the process of design and making. Assignments of a more complex nature allow students to dive deeper into the design process through a series of projects. Students will further develop their skills in research, ideation, iteration, modelmaking and prototyping, and presentation.

Through a series of three individual and group projects students develop further their understanding of the design process. Using analysis and hands-on experience, students actively demonstrate an awareness of designing, while applying fabrication techniques learned in the previous semester. Students will encounter varied project typologies and restrictions and will need to use knowledge and skills acquired from non-studio courses to achieve thoughtful designs, innovative solutions, and well-crafted prototypes and presentations.

Student Learning Objectives

- Clearly define problems and goals of a project using a variety of written and visual methods
- Gain awareness of design consequences and responsibilities, through specific project assignments.
- Document and present work in a timely and professional manner.
- Analyze and critique constructively and respectfully the strengths and weaknesses of their own work and the work of others.
- Develop solutions using all phases of the design process within a single project: Research, ideation, development, refinement, prototyping, and testing
- Design creatively within strict material, economic and functional parameters.

Overview

Project 01	2 weeks Due Feb 6
CHINDOGU	Problem solving? Or chaos.
Project 2	4 Weeks Due March 6
Bug List	What “bugs” you? Needs Finding, ideation, iteration + evaluation.
Project 3	6 weeks Due May 5 (ish- TBD)
Wear or Carry Part	Research, ideation, iteration and development of a self- directed project. Softs goods design and prototyping, basic sewing skills, creating a tech package.

Suggested Reading

- Graphic Design Thinking: Beyond Brainstorming by Ellen Lupton
- The Making of Design by Garret Testiege (Ed.)

Other suggested readings by topic will be noted. I will continue to add to this as course topics develop.

Materials:

- 18x24 newsprint pad + drawing implement of your choice
- Olfa knife or similar and cutting mat
- Chipboard, cardboard, etc for sketch models
- The final project will require some soft goods supplies:
 - A basic sewing kit
 - Muslin fabric
 - Seam ripper
- Other materials will depend on your projects. Please discuss with me any difficulty in acquiring materials.

Expectations + Responsibilities

- This is a 4.5 hour class. The format will change often between lectures, critiques, small group work, individual meetings, and a combination of any of these. We will take breaks and discuss how best to use these breaks.
- This is a vertical studio being taught concurrently with Capstone. Please note that there are other projects happening at the same time and time must be managed carefully by everyone!
- Please come on time and prepared for the format of the day. Pin up 2D work and unpack 3D work at least 5 minutes before class. Always bring sketch paper, and drawing implements, as well as anything specific noted for that day.
- Please come ready to discuss your work with clear, prepared presentations and engage your classmates. This discussion is critical to your development as designers.
- Most importantly: Take risks and push boundaries. You will be amazed by what you can achieve!
- Zero Tolerance No Sexism. No Racism. No Ableism. No Ageism. No Homophobia. No Fatphobia. No Transphobia. No Hatefulness. (What else?) We, including myself, are all participating in building the culture of our studio together. (credit: Prof. Amanda Huynh)
- No phones, no laptops during lectures or critique (Exceptions for documentation or accommodations as necessary). Please feel free to step outside if you need to address something pressing on your device.
- Please try not to eat during class. We will take scheduled breaks.

Course Policies

Absences

- Attendance should be taken during each class and is an explicitly required component of all classes for all students. After three unexcused absences students may be docked one-half grade for each subsequent unexcused absence. In other words, if the final grade would have been an “A”, it results in a “B+”. Similarly, a “B+” is reduced to a “B”, and so on. There is a one-half grade penalty for each absence after the third.
- In the case of excessive or ongoing illness or other special circumstance, notification should be given to the instructor as soon as possible and before the date in question. Students who miss class due to bereavement, medical concerns, military activity, legal obligations, or university-sponsored events must provide the Office of the Dean of Students with official and verifiable documentation related to the absences within 14 days a complete an online: [Student Absence Excuse Request](#). Once the absence has been verified, the Dean of Students will communicate on behalf of the student with the instructors.
- The instructor must be notified at the beginning of the semester if a student will miss a session (or more) due to religious observance.
- Student-athletes are required to attend all classes. A student-athlete may only miss class when representing NJIT in intercollegiate competition. No student-athlete may miss any regularly scheduled classes for any practice activities.

Generative AI

- Student use of artificial intelligence (AI) is permitted in this course for certain assignments and activities during the ideation phases of projects. You may also use it to create certain collateral materials for project which I will be explicit about (if you are not sure ASK!) Additionally, if and

when students use AI in this course, the AI must be cited as is shown within the [NJIT Library AI citation page](#) for AI. If you have any questions or concerns about AI technology use in this class, please reach out to your instructor prior to submitting any assignments.

Documentation

Students are expected to check their NJIT email account and Canvas on a regular basis. Periodically, I will ask for you to update documentation on Canvas. Documentation is crucial in understanding how one navigates design challenges over time. Be sure to preserve your work in good condition and devise ways to organize your process in an understandable and presentable fashion. At the end of each project, you will be expected to reflect on your learnings. This will be invaluable in preparation for your portfolio and for end-of-semester presentations.

You are responsible for documenting your work in the form of digital images uploaded to a Google Drive created by the professor. All work must also be posted on Kepler4 at the end of the semester. This is mandatory – failure to do so will result in a failing grade for the class.

NJIT Policies:

Academic Integrity: Detailed guidance on academic integrity can be found in this [best practices document](#). Please note that any actual or alleged violation of the University Code on Academic Integrity should be formally processed through the Office of the Dean of Students. Faculty and instructional staff should be proactive on upholding academic integrity but should not handle violations on their own. All syllabi must contain the following statement on academic integrity:

Academic Integrity is the cornerstone of higher education and is central to the ideals of this course and the university. Cheating is strictly prohibited and devalues the degree that you are working on. As a member of the NJIT community, it is your responsibility to protect your educational investment by knowing and following the academic code of integrity policy that is found at: [NJIT Academic Integrity Code](#).

Please note that it is my professional obligation and responsibility to report any academic misconduct to the Dean of Students Office. Any student found in violation of the code by cheating, plagiarizing or using any online software inappropriately will result in disciplinary action. This may include a failing grade of F, and/or suspension or dismissal from the university. If you have any questions about the code of Academic Integrity, please contact the Dean of Students Office at dos@njit.edu

Late Withdrawals: Withdrawals after the 10th week require documented extenuating circumstances via the Dean of Students Office. The course instructor and the Dean of Students are the principal points of contact for students considering withdrawing from a course.

- **Instructor note:** If you are considering withdrawing please contact me first.

Grading

Grades will be given out for each project. Each project is weighted based on duration and complexity. Your project grades will reflect how well your work responds to the assignment based on the following criteria:

- **PROCESS:** Planning, ideation, exploration, iteration, meeting deadlines, work process and uploads.
- **FORM:** Form logic, clarity, materiality, creativity.
- **TECHNICAL:** Quality and complexity.
- **MEANING:** Clarity of intent and communication of point of view.

In addition, the following will also be considered in determining your grades:

- **CONTRIBUTION, PARTICIPATION AND PRESENCE** Do you actively participate on a regular basis? Have you contributed to the conversation about your and others' work? Are you open to feedback?
- **ENGAGEMENT AND POINT OF VIEW** Have you engaged with your content and developed a point of view? Have you articulated your positioning on the intersection form, content, and context?
- **REFLECTION** How are you analyzing and synthesizing assignments, feedback, and the readings as your progress through the course? How have you developed as a designer over time?

Grading breakdown by component:

Project 1:	15%
Project 2:	25%
Project 3:	35%
Attendance, Preparedness, Participation, Motivation	15%
Documentation	<u>15%</u>
	100%

Attendance, Preparedness, Participation and Motivation refers to:

- Having requested work completed on-time, as assigned
- Being prepared to participate in class activities, including having required materials on hand, and being pinned-up on time for critiques (formal and informal)
- Active engagement and interest in class work, workshops, tutorials and lectures
- Respect of and for the needs of one's peers
- Respectful of community members, community spaces and guests:

Grading Scheme:

A = 93-100%	C = 70-75%
B+ = 87-93%	D = 60-70%
B = 80-87%	F = below 60%
C+ = 75-80%	