

General Information:

Name of Course:	DESIGN 1.
Course Code:	PMRTENE047A-GY-01 PMRTENE047A-EA-00
Semester:	6 th
Number of Credits:	3
Allotment of Hours per Week:	Lessons /Week
Evaluation:	Signature (with grade)

Instructor:

Dr Ágnes BORSOS, associate professor

Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-335
E-mail: agnesborsos@mik.pte.hu

Renáta BORBÁS, DLA student

Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-326
E-mail: borbas.renata00@gmail.com

Richárd SZARVAS, DLA student

Office: 7624 Hungary, Pécs, Boszorkány u. 2. Office N° B-326
E-mail: szarvasrichard@outlook.com

Introduction, Learning Outcomes:

The course objective is for students to demonstrate the knowledge and skills to design a product. The first phase includes gathering of facts where the focus is on exploring the problem area, define relevant design problems and to plan the further design work. The product should be presented in writing as a report, orally and visually as a presentation.

Competence and skills

- establish and execute a design project aimed at creating a product or solution for the defined design problem.
- Demonstrate the ability to implement and develop ideas by choosing appropriate means for the creative exploration, visualization and creation, in relation to the projects prerequisites.
- Show maturity in choice of methods for evaluating and validating initial design concepts and the final design proposal.

- Visualize and show understanding of technology, function and use of the design proposal as well as to illustrate it in the context and perspective of the user.

Judgement and approach

- Independently visualize the final result of the design project in the form of advanced visualizations and presentation material in order to communicate and facilitate a dialogue about the intended design concepts implications seen from an artistic, social and ethical perspective
- Orally and, clearly describe, analyse and reflect on their design process and the final outcome in relation both to the specific project and the education and future design professions context.

General Course Description and Main Content:

In the coming decades, as our environments and habits change, everything will evolve drastically. More people will move into cities, and our living spaces will become smaller. Natural resources will become more scarce, food more expensive, and waste an increasingly urgent issue. Near-instant grocery delivery will alter how we shop for and store food, and technology will be embedded in every part of our homes.

What will the flat of the future look like, and, more important, what will it feel like to live and socialize there?

The task is to explore the social, technological, and demographic forces that will impact how we behave around living in 2030. You have to researching people's attitudes and ideas about living, sleeping, cooking and eating, to image the objects of the future.

EXAMPLE:

Mindful Design- IKEA's kitchen for 2025

THE MODERN PANTRY encourages us to have a closer relationship with what we eat by storing food in transparent individual containers on open shelves rather than hiding it at the back of the fridge. The design makes it easy to be inspired by what's **on hand rather than going out to buy more**, and it also **saves energy**: Induction-cooling technology embedded into the shelves responds to RFID stickers on the food's packaging in order to keep the containers at just the right temperature.

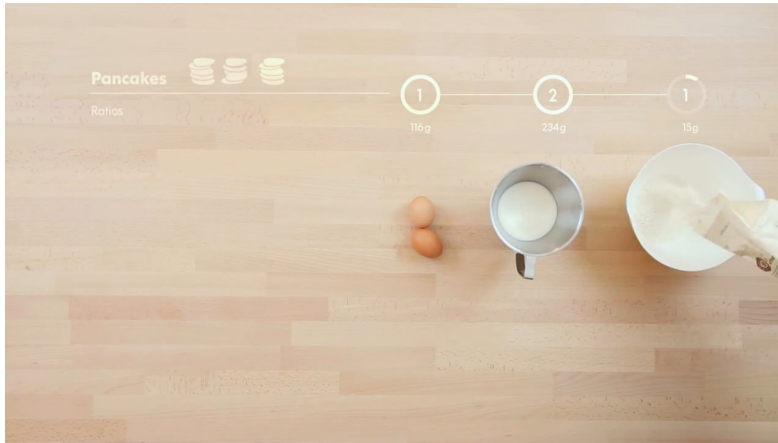
THE TABLE FOR LIVING is designed to inspire people to be more creative with food and **throw away less**. At a loss for what to do with that leftover broccoli? Just place it on the table and a camera recognizes it and projects recipes, cooking instructions, and a timer directly onto the table's surface. Set the timer for how long you want to spend preparing the meal, and the table suggests recipes that can be completed in the window you have available. The table is a nifty solution for a smaller urban dwelling because it's multimodal: Hidden induction coils instantly cool the surface when not in use, so it's adjustable for working, cooking, or eating.

THE MODERN SINK pushes us to be more conscious of our **water consumption** with a pivoting basin. It must be tipped to one side to drain toxic, or "black," water, and to the other for safe "gray" water, which is not drinkable but can be filtered and used in a dishwasher or as nourishment for the cooking herbs that grow above the sink.

THE THOUGHTFUL DISPOSAL system is a response to the **overuse of landfills**, and reminds us of exactly what we're throwing away. Users manually sort recycling from rubbish, and recyclables are then crushed, vacuum-packed, and labeled for pick-up, earning credits for the conscientious (and debits for the wasteful).

IKEA's kitchen and dining range manager, Gerry Dufresne, explained that the Concept Kitchen 2025 is not really a functional kitchen, but rather **"a tangible communication of what the behaviors of the future will be."** It's just the start of IKEA's journey toward understanding how those behaviors will shape the company's future, and Dufresne says the findings will be carried forward into future product development.

<https://www.youtube.com/watch?v=qD60cBQ0ABY>



TASK_1

STUDY OF A THE FUTURE

The task is to explore the social, technological, and demographic forces that will impact how we behave around living in 2030. You have to research people's attitudes and ideas about living, sleeping, cooking and eating, to image the objects of the future. Establish and execute a design project aimed at creating a product or solution for the defined design problem.

Booklet with the size 18x27 cm. The content is:

- Essay with 4000 characters about how you image the life in a city of 2030, and how the flat of the future would look like and work.
- 3 different furniture what are designed "for the future".
- Future Flat design

TASK_2 FURNITURE FUTURE DESIGN

The task is to pick one furniture/space-object with your group leader from your future flat design and design this element in detail. Look for new materials, innovative space saving methods, or for a solution what helps us to live our life easier. Use the size (2D) of the given furniture's and fill it with content. Go around the same concept like IDEO did for IKEA. Our main goal is to design something what makes our future life easier, what preserves our environment, what not letting us forget our past, and gives the youth minimum the same values (in case of health, environment) what we got!

Please use this citation as conceptual design element:

"Perfection is achieved, not when there is nothing more to add, but when there is nothing more to take away." -Antoine de Saint- Exupéry-

FINAL PRESENTATION:

You need to present your design in a PPT with 10 pictures and a physical model in the scale 1:20.

In the presentation answer this question: What will the flat of the future look like, and, more important, what will it feel like to live and socialize there?

Introduce the social, technological, and demographic forces that will impact how we behave around living in 2030. You have to researching people's attitudes and ideas about living, sleeping, cooking and eating, to image the objects of the future.

For the final presentation its important to visualize and show understanding of technology, function and use of the design proposal as well as to illustrate it in the context and perspective of the user.

REQUIRED DRAWINGS:

Concept presentation:

floor plans	1:20
section	1:20
3D visualization	min. 3 pictures

Final presentation:

floor plans	1:20
section	1:20
details	1:5
3D visualization	min. 3 pictures
physical model	1:20

COURSE OUTLINE

Design 1.

Wednesday 14:45-17.15 lecture in A007

Instructors :

Agnes Borsos DLA Office: B335 e-mail: agnesborsos@mik.pte.hu, Renáta BORBÁS DLA Office: B326 e-mail: borbas.renata00@gmail.com, Richárd SZARVAS Office: B326 e-mail: szarvasrichard@outlook.com

week	task	to do
01.	CASE STDY	Assignment // Release of the TASK_1 BOOKLET
02.		Consultation with the content of the booklet (questionnaire)-own sketch
03.		MODULAR system The future flat layout (questionnaire)
04.		The future flat design Saving space // visualization
05.		The future flat design
06.		Consultation with design TASK_2
07.		Consultation with design TASK_2
08.		DEADLINE for design TASK_1 // Release of TASK_2 FUTURE FURNITURE DESIGN
09.		SPRING BREAK
10.		Consultation with design TASK_2
11.		Consultation with design TASK_2 Details // materials Concept deadline
12.		Consultation with design TASK_2 Details // materials
13.		Consultation with design TASK_2 MODEL
14.		Consultation with design TASK_2 MODEL

15.		DEADLINE for design TASK_2
-----	--	----------------------------

Studio Culture:

The course is based on through collaboration, participation and discussions through lessons. This is an interaction between Students and Faculty; used the teaching methods like 'Problem-based learning' and 'learning-by-doing'. The communication and work should be reflect a respect for fellow students and their desire to work with regard to noise levels, noxious fumes, etc – from each site of participants.

Attendance:

Attending is required all classes, and will impact the grade (max. 10%). Unexcused absences will adversely affect the grade, and in case of absence from more than 30% of the total number of lesson will be grounds for failing the class. To be in class at the beginning time and stay until the scheduled end of the lesson is required, tardiness of more than 20 minutes will be counted as an absence. In the case of an illness or family emergency, the student must present a valid excuse, such as a doctor's note.

The highest possible grade on the late project (in two weeks) is '2'. The Final Project cannot be turned in late.

Evaluation + Grading

Grading will follow the course structure with the following weight: Project Presentation - 01, 20%, Project Presentation 02, 20% and Project Presentation 03 50%. The remaining 10% will be assessed according to participation, progress, effort and attitude. Please note that attendance will adversely affect one's grade, both in direct grade reduction and in missing work in the development of a project. The final grade will be based on the following guidelines:

5. Outstanding work. Execution of work is thoroughly complete and demonstrates a superior level of achievement overall with a clear attention to detail in the production of drawings, models and other forms of representation. The student is able to synthesize the course material with new concepts and ideas in a thoughtful manner, and is able to communicate and articulate those ideas in an exemplary fashion in.

4. High quality work. Student work demonstrates a high level of craft, consistency, and thoroughness throughout drawing and modelling work. The student demonstrates a level of thoughtfulness in addressing concepts and ideas, and participates in group discussions. Work may demonstrate excellence but less consistently than an '5' student.

3 Satisfactory work. Student work addresses all of the project and assignment objectives with few minor or major problems. Graphics and models are complete and satisfactory, exhibiting minor problems in craft and detail.

2. Less than satisfactory work. Graphic and modelling work is substandard, incomplete in significant ways, and lacks craft and attention to detail.

1. Unsatisfactory work. Work exhibits several major and minor problems with basic conceptual premise, lacking both intention and resolution. Physical representation in drawing and models is severely lacking, and is weak in clarity, craft and completeness.

Grading Scale:

Numeric Grade:	5	4	3	2	1
Evaluation in points:	88%-100%	77%-87%	66%-76%	55%-65%	0-54%

The semester obtainable scores in detail:

- TASK_1: Booklet 30 points
- TASK_2: Future furniture
 - concept 20 points
 - final 50 points

PTE Grading Policy:

Information on PTE's grading policy can be found at the following location:

...

Students with Special Needs:

Students with a disability and needs to request special accommodations, please, notify the Deans Office. Proper documentation of disability will be required. All attempts to provide an equal learning environment for all will be made.

Readings and Reference Materials:

press

Architectural Record (archrecord.construction.com), Architectura Viva (arquitecturaviva.com), Domus (domusweb.it), The Architectural Review (arplus.com), A10 (a10.eu), Detail (detail.de), Internimagazine (internimagazine.it), Architonic (architonic.com), Frame (framemag.com)

internet

www.world-architects.com, www.campobaeza.com, www.barqo.cl, www.arcspace.com, www.archinect.com,
www.designspotter.com, www.designerjapan.com, www.classic-design24.com,
www.architonic.com, www.moroso.it, www.boconcept.hu, www.trendir.com, www.designerjapan.com, www.architonic.com,
www.materia.nl, www.madeindesign.com, www.bulthaup.com
http://www.onlinedesignteacher.com/furniture_design/furniture_design%20history.html#UvVOanewZzp
<http://www.gutenberg.org/files/12254/12254-h/12254-h.htm>
<http://www.modernfurnituredesigners.interiordezine.com/>