

[GDJ203] ARTISTIC EXPRESSION II

GENERAL INFORMATION

Studies	DEGREE IN INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING	Subject	DRAWING
Semester	1	Course	3
Character	COMPULSORY	Mention / Field of specialisation	
Plan	2017	Modality	Adapted Face-to-face
Credits	4,5	Hours/week	2.67
		Total hours	48 class hours + 64.5 non-class hours = 112.5 total hours

PROFESSORS

AZPI-IRIARTE, DANIEL

REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
AESTHETICS I [!] <i>Expresión Artística I</i>	(No previous knowledge required)

SKILLS

VERIFICA SKILLS

SPECIFIC

GDCE11 - To identify and represent the added value of products

GENERAL

GDCG07 - To be able to prepare and develop projects within the scope of Industrial Design and Product Development Engineering.

BASIC

G_CB1 - To have proven to understand and have knowledge in a field of study based on general secondary education at a level found in advanced textbooks and including concepts at the forefront of their field of study.

G_CB4 - To be able to communicate information, ideas, problems and solutions to both expert and lay audiences

ENAE LEARNING RESULTS

ECTS

ENAE02 - Knowledge and understanding: A systematic understanding of the key aspects and concepts of their branch of engineering.	0,72
ENAE06 - Analysis in engineering: Ability to apply their knowledge and understanding in analysing product, process and method engineering.	0,48
ENAE08 - Engineering projects: Ability to apply their knowledge in the development and completion of projects which meet specific requirements.	1,4
ENAE13 - Practical application of engineering: Ability to select and use suitable equipment, tools and methods.	0,88
ENAE15 - Practical application of engineering: Understanding of applicable methods and techniques and their limitations.	0,8
ENAE19 - Transversal competences: Demonstrate that they are aware of the responsibility implied in the practical application of engineering, the social and environmental impact, and show commitment with professional ethics, responsibility and regulations of the practical application of engineering.	0,22

Total: 4,5

LEARNING RESULTS

RG301 Assumes responsibilities in the work team, organizing and planning the tasks to be developed, facing the contingencies and encouraging the participation of its members.

LEARNING ACTIVITIES

CH **NCH** **TH**

Development, writing and presentation of memorandums, reports, audiovisual material, etc. 2 h. 3 h. 5 h.
Relating to projects/POPBLs carried out individually or in teams

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Reports of solving exercises, case studies, computer practices, simulation practices and laboratory practices 100%

(No mechanisms)

CH - Class hours: 2 h.

NCH - Non-class hours: 3 h.

TH - Total hours: 5 h.

RG302 Analyze the intervening variables in the problem and propose actions for a stable situation.

LEARNING ACTIVITIES	CH	NCH	TH
Development, writing and presentation of memorandums, reports, audiovisual material, etc. Relating to projects/POPBLs carried out individually or in teams	2 h.	3 h.	5 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Reports of solving exercises, case studies, computer practices, simulation practices and laboratory practices	100%	<i>(No mechanisms)</i>	

CH - Class hours: 2 h.

NCH - Non-class hours: 3 h.

TH - Total hours: 5 h.

RG304 Define the problem, develop the solution and present the conclusions in a efficient manner, arguing and justifying each one of them in writing.

LEARNING ACTIVITIES	CH	NCH	TH
Development, writing and presentation of memorandums, reports, audiovisual material, etc. Relating to projects/POPBLs carried out individually or in teams	2 h.	2 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Reports of solving exercises, case studies, computer practices, simulation practices and laboratory practices	100%	<i>(No mechanisms)</i>	

CH - Class hours: 2 h.

NCH - Non-class hours: 2 h.

TH - Total hours: 4 h.

RG305 Define the problem, develop the solution and present the conclusions in a efficient manner, arguing and justifying each one of them in spoken form.

LEARNING ACTIVITIES	CH	NCH	TH
Development, writing and presentation of memorandums, reports, audiovisual material, etc. Relating to projects/POPBLs carried out individually or in teams	2 h.	2 h.	4 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Individual written and oral tests to assess technical skills of the subject	100%	<i>(No mechanisms)</i>	

CH - Class hours: 2 h.

NCH - Non-class hours: 2 h.

TH - Total hours: 4 h.

RGD3101 Represents the geometry and surface finish of the products in an appropriate manner with the help of the necessary software to achieve this end.

LEARNING ACTIVITIES	CH	NCH	TH
Individual and team exercises	40 h.	54,5 h.	94,5 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	

Technical skills, involvement in the project, finished work, obtained results, handed documentation, presentation and technical defence	100%	(No mechanisms)
CH - Class hours: 40 h.		
NCH - Non-class hours: 54,5 h.		
TH - Total hours: 94,5 h.		

CONTENTS

Defines the aesthetics of a product, using the design methodology for that end. Capacity of spacial vision and the knowledge of the graphic representation using metric geometry and descriptive geometry, applying the traditional method or the digital method by using different computer softwares to solve the industrial design and product development needs. It represents correctly the aesthetics of a product using efficiently the softwares required for that end.

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources	Bibliography
Moodle Platform Class presentations Subject notes	http://katalogoa.mondragon.edu/janium-bin/janium_login_opac_re_ink.pl?grupo=DISINDUSTRIAL31&ejecuta=15&_ST