[GDE301] AESTHETICS AND CREATIVITY

GENERAL INFORMATION

Studies	DEGREE IN INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING			**Subject**	PRODUCT AND SOCIETY EVOLUTION
Semester	2	**Course**	1	**Mention / Field of specialisation**	
Character	COMPULSORY				
Plan	2022	**Modality**	Face-to-face	**Language**	EUSKARA
Credits	3	**Hours/week**	2.65	**Total hours**	47.75 class hours + 27.25 non-class hours = **75 total hours**

PROFESSORS

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REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	*(No previous knowledge required)*

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
GDR101 - To lidentify and represent the added value of products based on the design process			x	2,7
G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and /or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,14
G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,16
			Total:	3

KC: Knowledge or Content / SK: Skills / AB: Abilities

ENAEE LEARNING RESULTS	ECTS
ENAE03 - Knowledge and understanding: Sufficient knowledge of their branch of engineering, including some knowledge at the forefront of their field.	0,27
ENAE05 - Analysis in engineering: Ability to apply their knowledge and understanding in identifying, formulating and solving engineering problems using established methods.	0,37
ENAE06 - Analysis in engineering: Ability to apply their knowledge and understanding in analysing product, process and method engineering.	0,4
ENAE09 - Engineering projects: Understanding of the different methods and ability to use them.	0,61
ENAE11 - Research & innovation: Ability to design and carry out experiments, to interpret data and draw conclusions.	0,68
ENAE16 - Practical application of engineering: To be aware of the implications of the practical application of engineering.	0,13
ENAE18 - Transversal competences: To use different methods to communicate effectively with the engineering community and society in general.	0,27
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.	0,27
Total:	3

SECONDARY LEARNING RESULTS

RGD190 **[!]** ***Conocer y aplicar las fases para desarrollar de forma guiada, con los objetivos y la planificación previamente definidos, un proyecto de complejidad técnica acorde con los conocimientos de formación básica de la ingeniería. Reflexiona sobre los cono***

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	1 h.	1 h.	2 h.

EVALUATION SYSTEM	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	100%

MAKE-UP MECHANISMS

(No mechanisms)

CH - Class hours: 1 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 2 h.

RGD191 **[!]** ***Contribuir en la estrategia de funcionamiento del equipo priorizando los objetivos comunes, fomentando y valorando la participación de todas las personas y responsabilizándose de las tareas individuales, así como del cumplimiento de plazos.***

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	,75 h.	,75 h.	1,5 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	100%	*(No mechanisms)*

CH - Class hours: ,75 h.
NCH - Non-class hours: ,75 h.
TH - Total hours: 1,5 h.

RGD193 **[!]** ***Redacta una memoria de proyecto clara y concisa utilizando las fuentes de información y estructura de memoria facilitadas, y haciendo un uso correcto, inclusivo y no discriminatorio del lenguaje.***

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	1 h.	1 h.	2 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	100%	*(No mechanisms)*

CH - Class hours: 1 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 2 h.

RGD194 **[!]** ***Realiza una presentación oral y defensa del proyecto clara y concisa, haciendo uso correcto, inclusivo y no discriminatorio del lenguaje.***

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	1 h.	1 h.	2 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	100%	*(No mechanisms)*

CH - Class hours: 1 h.
NCH - Non-class hours: 1 h.
TH - Total hours: 2 h.

RGD123 **[!]** ***Identifica el valor añadido de los productos apoyándose en el conocimiento de la historia del diseño***

LEARNING ACTIVITIES	CH	NCH	TH
Presentation by the teacher in the classroom, in participatory classes, of concepts and procedures associated with the subjects	14 h.	6 h.	20 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Individual written and/or oral tests or individual coding/programming tests	100%	Individual written and/or oral tests or individual coding/programming tests

CH - Class hours: 14 h.
NCH - Non-class hours: 6 h.
TH - Total hours: 20 h.

RGD124 **[!]** ***Aplica herramientas de creatividad tanto en la generación como la selección de soluciones***

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	30 h.	17,5 h.	47,5 h.

EVALUATION SYSTEM	W	MAKE-UP MECHANISMS
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	100%	Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

CH - Class hours: 30 h.
NCH - Non-class hours: 17,5 h.
TH - Total hours: 47,5 h.

CONTENTS

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources
Subject notes
Topic related web quires
Moodle Platform
Class presentations
Video projections

Bibliography

“ Historia del Diseño” Renato de Fusco

“Historia del Diseño Industrial” RosaliaTorrent, Juan Pablo Marin.

“ El diseño industrial en la historia” Aquiles Gay lidia Samar / ediciones tec

“¿cómo nacen los objetos?” Bruno Munari

“ Arte como mestiere” Bruno Munari

“ El Diseño Industrial reconsiderado” Tomás Maldonado.

“ Diseño en Euskadi : 25 años de EIDE” –EIDE, Asociación de diseñadores vascos

“Euskal Herriko 50 objektu ikonikoren istorioak”Hemendik elkartea

“50 brainstorming methods [Libro] : for team and individual ideation” Robert Curedale

“Gamestorming: 83 juegos para innovadores, incorfomistasy generadores del cambio” DaveGray , SunniBrown , James Macanufo