

# Carstyling 2

## *DESCRIPTION OF COURSE UNIT*

Program Studi Sarjana (S1) Desain Produk

*Bachelor of Industrial Design (BOLD)*

2018-2023



**Description of Course Unit**  
**according to the ECTS User's Guide 2015**

Course unit title	Carstyling 2
Course unit code	DP184633
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 <sup>rd</sup> year
Semester/trimester when the course unit is delivered	6 <sup>th</sup> semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Arie Kurniawan, S.T., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> <li>1. Able to develop design concepts by identifying the source of the problem, analyzing, and synthesizing needs by considering aesthetic aspects</li> <li>2. Presenting designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions.</li> <li>3. Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation in design development.</li> <li>4. Able to read trends and car styling according to the user's persona</li> </ol>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Optional courses that emphasize knowledge/insight about car design trends and styling both now and in the future. Implementation of lectures in the form of concepts that emphasize visual concepts that can be explained well, clearly and systematically.</p> <ol style="list-style-type: none"> <li>1) Design insights, designers, and design works that are current trends in automobiles</li> <li>2) Visual theory of automotive design</li> <li>3) Platform analysis</li> <li>4) Brand identity in the appearance of automobiles</li> <li>5) Consumer Behavior, persona, and designer impression</li> <li>6) Image Board and Semantics analysis</li> <li>7) 3D Modeling and Rendering</li> <li>8) Clay Modeling</li> <li>9) Exhibition and Presentation Techniques</li> </ol>

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> <li>• Bou, Louis, We Are Indie Toys: Make Your Own Resin Characters, 2014</li> <li>• Budnitz, Paul, I Am Plastic, Too: The Next Generation of Designer Toys, 2010</li> <li>• Hakim, Primaditya, Development of Designer-toy by Utilizing WoodWaste, 2013</li> </ul>
Planned learning activities and teaching methods	Team-based project; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184633

Car Styling 2

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa konsep yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Optional courses that emphasize knowledge/insight about car design trends and styling both now and in the future. Implementation of lectures in the form of concepts that emphasize visual concepts that can be explained well, clearly and systematically.

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

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## Course Details

DP184633

Car Styling 2

Car Styling 2

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

## Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa konsep yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

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LO CLO Assessment &amp; Evaluation Plan Lesson Plan

## Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 6	LO 7	LO 11	
CLO-1	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangan aspek estetika <i>Able to develop design concepts by identifying the source of the problem, analyzing, and synthesizing needs by considering aesthetic aspects</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mempresentasikan desain secara lisan, tulisan, dan multimedia dalam bentuk abstraksi dan visual, secara detail fungsinya. <i>Presenting designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mampu mengaplikasikan teknologi dan peralatan yang berkaitan dengan representasi desain secara multi-dimensional (2D dan 3D), dalam pengembangan desain. <i>Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation in design development.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mampu membaca trend dan gaya bentuk kendaraan sesuai dengan persona penggunanya <i>Able to read trends and car styling according to the user's persona</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	50%
Total Weight		50%	25%	25%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

## Assessment &amp; Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Visi dan Misi Project Carstyling 2 Vision & Mission Carstyling 2 Studi Kasus   Case Method	10%	0%	0%	0%	10%
2	User Journey maps; Persona; Imageboard User Journey maps; Persona; Imageboard Studi Kasus   Case Method	0%	0%	0%	10%	10%
3	Keysketch & Forming Development Keysketch & Forming Development Kognitif - Tugas   Cognitive - Assignment	10%	5%	0%	10%	25%
4	Presentasi visual Interior & Eksterior Visual Presentation Interior & Eksterior Hasil proyek   Team-based Project	0%	10%	5%	20%	35%
5	Presentasi Detailing Carstyling 2 Detailing Presentation Carstyling 2 Kognitif - UAS   Cognitive - Final Exam	0%	5%	5%	10%	20%
TOTAL		20%	20%	10%	50%	100%
Target		20%	20%	10%	50%	100%



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LO CLO Assessment &amp; Evaluation Plan Lesson Plan

## Lesson Plan

Weeknum	Course Material	Learning Method		
1	vision in carstyling vision in carstyling	Case method		
2	Persona Pengguna User Persona	Case method		
3	Pemahaman Pengguna dan Pengalaman Pengguna Understanding User & Experiences	Case method		
4	Misi Carstyling Mision statement in Carstyling	Case method		
5	User Journey Maps User Journey Maps	Metode SCL lainnya		
6	User Journey Maps 2 User Journey Maps 2	Metode SCL lainnya		
7	Product Planning Result Product Planning Result	Case method		
8	Ideasi Ideation	Case method		
9	Teori dan Metode Reka Bentuk pada Carstyling Forming Development Theory	Non SCL		
10	Trend an Metode Reka Bentuk pada Carstyling Trend & Styling Theory	Metode SCL lainnya		
11	Passanger Package & Engineering Package Passanger Package & Engineering Package	Case method		
12	Penentuan Platform Platform Selection	Metode SCL lainnya		
13	Konsep Styling Styling Concept	Case method		
14	Kunci Sketsa dan Pengembangan Bentuk Keysketch & Forming Development workshop	Team-based project		
15	Presentasi visual Exterior & Interior Exterior & Interior visual Presentation	Team-based project		
16	Presentasi visual Exterior & Interior Detail Detailing Exterior & Interior visual Presentation	Team-based project		
<div><div><div>Bahasa Indonesia</div><div>English</div></div><div>Choose method ▼</div><div> </div></div>				