

Design Basics 3

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	Design Basics 3
Course unit code	DP184305
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	3 st semester
Number of ECTS credits allocated	8 ECTS Credits
Name of lecturer	Andhika Estiyono, S.T., M.T.
Learning outcomes of the course unit	Students are capable of exploring forms and creating three-dimensional design works using various materials: 1. Utilizing thin sheet materials 2. Utilizing rigid sheet materials 3. Utilizing thick sheet materials 4. Utilizing solid sheet materials 5. Utilizing rod materials 6. Utilizing solid materials 7. Utilizing a combination of materials
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	The Design Basics 3 is a fundamental core course, specifically an applied course that bridges theory and practice, building upon the principles of twodimensional (flat) and three-dimensional (spatial) product design. 1) Introduction to the characteristics of natural and artificial materials that will impact form, such as: Sheets, rods, strands/wires, powder/flour (plaster, sand, cement), lumps (clay, wax), liquid (resin). 2) Introduction to various simple manual tools: hammer, screwdriver, pliers, saw, drill, rasp. 3) Application of tasks related to composition/application of twodimensional aesthetic theories: lines, planes, lines and planes, shape changes, color gradation, form unity, etc., on product objects, as well as application of aesthetic theories: harmony, rhythm, form unity, shape and color

	<p>gradation, etc.</p> <p>4) Application of tasks related to three-dimensional or spatial aesthetic theories: lines, planes, lines and planes, shape changes, color gradation, form unity, etc., on product objects, as well as application of aesthetic theories: harmony, rhythm, form unity, shape and color gradation, etc.</p> <p>5) Practice applying aesthetics/form unity in 3D on two-dimensional media such as products: Automotive, furniture, street furniture, household items, etc.</p> <p>6) Practice applying aesthetics/form unity in 3D on three-dimensional media such as products: Lampshades, household items, partitions/dividers, etc.</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bielefeld, Basic Design Ideas, Boston, Springer, 2007 • Lidwell, William, Universal Principles of Design, USA: Rockport Publishers, 2003 • Kimberly, Elam, 2001, Geometry of design, studies in Proportion and composition, Princeton Architectural Press, 37 East 7th Street, New York, New York 10003 • Lawson, Bryan, How Designers Think, London, The Architectural Press Ltd • Williams, Christopher, Origin Form, New York, Architectural Book Publishing Company, 1981
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184305

Dasar Desain 3

Basic Design 3

5 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Mata kuliah Dasar Desain Produk 3 adalah mata kuliah dasar utama yaitu mata kuliah aplikasi/penerapan antara teori dan praktek dari dasar desain produk dua dimensi (datar) dan tiga dimensi (meruang).

Basic Product Design 3 is the core course of application between theory and practice from the basics of two-dimensional (flat) and three-dimensional (spatial) product design.

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.

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Kurikulum 2018 S-1 Desain Produk

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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 kaldah 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 checked="" 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 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 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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DP184305

Dasar Desain 3

Basic Design 3

5 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

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LO CLO Assessment & 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 5	LO 7	
CLO-1	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran tipis. <i>Students are able to explore shapes and create tri-dimensional design works using thin sheet materials.</i>	✓	✓	13%
CLO-2	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran kaku <i>Students are able to explore shapes and create tri-dimensional design works using rigid sheet materials</i>	✓	✓	13%
CLO-3	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran tebal <i>Students are able to explore shapes and create tri-dimensional design works using thick sheet materials</i>	✓	✓	8%
CLO-4	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran solid <i>Students are able to explore shapes and create tri-dimensional design works using solid sheet materials</i>	✓	✓	13%
CLO-5	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material batangan <i>Students are able to explore shapes and create tri-dimensional design works using sticks</i>	✓	✓	23%
CLO-6	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material solid <i>Students are able to explore shapes and create tri-dimensional design works using solid materials</i>	✓	✓	13%
CLO-7	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan gabungan material <i>Students are able to explore shapes and create tri-dimensional design works using a combination of materials</i>	✓	✓	17%
Total Weight		50%	50%	100%

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Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	Total Weight
1	Makalah Analisis Estetika <i>Aesthetic Analysis Paper</i> Studi Kasus Case Method	1%	1%	1%	1%	1%	1%	1%	7%
2	Struktur kertas <i>Paper Structure</i> Studi Kasus Case Method	10%	0%	0%	0%	0%	0%	0%	10%
3	Fungsi Struktur: Penyangga Laptop <i>Structure Function: Product support</i> Studi Kasus Case Method	0%	0%	0%	10%	0%	5%	0%	15%
4	Eksplorasi Material Batang Lentur <i>Exploration of Bending Rod Material</i> Studi Kasus Case Method	0%	0%	0%	0%	10%	0%	8%	18%
5	Material Knowledge: Batang Kaku <i>Material Knowledge: Rigid Rod</i> Studi Kasus Case Method	0%	0%	0%	0%	5%	5%	0%	10%
6	Eksplorasi Material Batang Kaku <i>Rigid Rod Material Exploration</i> Studi Kasus Case Method	0%	5%	0%	0%	5%	0%	5%	15%
7	Review Produk Eksisting-Bentuk & Fungsi <i>Existing Product Review- Form & Function</i> Studi Kasus Case Method	0%	5%	5%	0%	0%	0%	0%	10%
8	Eksplorasi Produk Studi Kasus <i>Case Study Product Exploration</i> Studi Kasus Case Method	2%	2%	2%	2%	2%	2%	3%	15%
TOTAL		13%	13%	8%	13%	23%	13%	17%	100%
Target		13%	13%	8%	13%	23%	13%	17%	100%

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Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduction: Prinsip Dasar Desain <i>Introduction: Basic Principles of Design</i>	Non SCL		
2	Estetika dan fungsi dari eksplorasi material lembaran lemas <i>Aesthetics and functions of limp sheet material exploration</i>	Metode SCL lainnya		
3	Eksplorasi Struktur, Estetika, dan Fungsi Material Lembaran <i>Exploration of Structural, Aesthetics, and Functions of Sheet Materials</i>	Metode SCL lainnya		
4	Eksplorasi Material Lembaran Kaku <i>Rigid Sheet Material Exploration</i>	Metode SCL lainnya		
5	Eksplorasi Material Lembaran Kaku <i>Rigid Sheet Material Exploration</i>	Metode SCL lainnya		
6	Eksplorasi material batangan lentur <i>Exploration of flexible rod materials</i>	Metode SCL lainnya		
7	Diskusi tentang produk eksplorasi material batangan lentur <i>Discussion about exploration products of flexible Ingots</i>	Metode SCL lainnya		
8	Cek kelengkapan dan pengumpulan tugas material tali <i>Check the completeness and collection of rope material assignments</i>	Metode SCL lainnya		
9	Eksplorasi produk menggunakan material batang kaku <i>Product exploration using rigid rod material</i>	Metode SCL lainnya		
10	Eksplorasi fungsi dari material batang kaku <i>Exploration of the function of rigid rod materials</i>	Metode SCL lainnya		
11	Asistensi progress produk bermaterial rotan (batangan kaku) <i>Assistance for product progress made of rattan (rigid bars)</i>	Metode SCL lainnya		
12	Kesesuaian bentuk produk dan fungsinya <i>Conformity of product form and function</i>	Case method		
13	Diskusi material, bentuk dan fungsi <i>Discussion of material, form and function</i>	Metode SCL lainnya		
14	Final Project dengan studi kasus <i>Final Project with case study</i>	Case method		
15	Asistensi produk studi kasus: Produk ketika hujan <i>Case study product assistance: Products for rains</i>	Case method		
16	Pengumpulan Produk Akhir <i>Final Product</i>	Metode SCL lainnya		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method ▼</div>		