

Design Basics 1

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 1
Course unit code	DP184101
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	8 ECTS Credits
Name of lecturer	Primaditya, S.Sn., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are able to explore and make 2 dimension composition and exercises to make composition. 2. Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general 3. Students have oral, written and multimedia presentation skills and presentation technology in general 4. Students know the history and development of product design in depth
Mode of delivery	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<p>The Design Basic 1 is a course delivered in the first semester, a core subject alongside Drawing 1. It is an integrated course combining theory and practical exercises in the aesthetics of dual-matrix design, serving as the foundation for new students in preparation for advanced design courses in subsequent levels.</p> <ol style="list-style-type: none"> 1) Visual design element of line 2) Visual design element of plane 3) Visual design element of size 4) Visual design element of gradation 5) Visual design element of color 6) Visual design element of texture

	7) Visual design principle of repetition 8) Visual design principle of variation 9) Visual design principle of balance 10) Visual design principle of proportion 11) Visual design principle of harmony 12) Visual design principle of Gestalt
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bielefeld, Basic Design Ideas, Boston, Springer, 2007 • Ching, F. D., Architecture: Form, space, and order. John Wiley & Sons. 2014 • Irawan, Bambang & Priscilla T., Dasar-dasar Desain. Jakarta: Griya Kreasi, 2013 • Masri, Andry., Strategi Visual-Bermain dengan Formalistic dan Semiotic untuk Menghasilkan Kualitas Visual dalam Desain. Yogyakarta: Jalasutra, 2012 • Wong, Wucius, Beberapa Asaa Merancang Dwimatra. Bandung: Penerbit ITB, 1986
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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Dosen S1 Desain Produk

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Course Details

DP184101

Dasar Desain 1

Basic Design 1

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah integrasi teori dan aplikasi estetika formal serta latihan reka bentuk dwi-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

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 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 checked="" type="checkbox"/>	6. Ketrampilan 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. Ketrampilan 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 checked="" 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

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 6	LO 7	LO 10	
CLO-1	Mahasiswa mampu menerapkan prinsip-prinsip dasar desain dalam bentuk komposisi dwi-matra, dengan melakukan latihan membuat komposisi. Students are able to explore and make 2 dimension composition and exercises to make composition. Students are able to explore and make 2 dimension composition and exercises to make composition.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	70%
CLO-2	Mahasiswa mampu memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mahasiswa memiliki ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum Students have oral, written and multimedia presentation skills and presentation technology in general	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mahasiswa mengetahui sejarah dan perkembangan desain produk secara mendalam Students know the history and development of product design in depth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
Total Weight		25%	25%	25%	25%	100%

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Course Details

DP184101

Dasar Desain 1

Basic Design 1

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	membuat komposisi garis lurus <i>make straight line composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
2	membuat komposisi garis lengkung <i>make curve lines composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
3	membuat komposisi bidang <i>make shape composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
4	membuat komposisi warna <i>make colors composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
5	membuat komposisi tekstur <i>make texture composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
6	membuat komposisi berubah bentuk <i>make morph composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
7	membuat komposisi patra <i>make pattern composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
8	Evaluasi Akhir Semester <i>End Semester Evaluation</i> Kognitif - UAS Cognitive - Final Exam	0%	10%	10%	10%	30%
TOTAL		70%	10%	10%	10%	100%
Target		70%	10%	10%	10%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Mengenal ruang lingkup, tata-aturan & rencana pembelajaran dasdes 1 <i>Introduction of Basic Design 3 Dimention, rule & schedule C</i>	Metode SCL lainnya	 
2	membuat komposisi garis lurus <i>make straight lines composition</i>	Case method	 
3	membuat komposisi garis lengkung <i>make curve lines composition</i>	Case method	 
4	membuat komposisi bidang <i>make shape composition</i>	Case method	 
5	membuat komposisi warna <i>make colors composition</i>	Case method	 
6	membuat komposisi tekstur <i>make textures composition</i>	Case method	 
7	membuat komposisi berubah bentuk <i>make morph composition</i>	Case method	 
8	membuat komposisi patra <i>make pattern composition</i>	Case method	 
9	Ujian Akhir Semester <i>Final Assigment Evaluation</i>	Metode SCL lainnya	 
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method</div>	