

# Design Basics 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                                    | Design Basics 2  |
| Course unit code                                     | DP184203   |
| Type of course unit                                  | Compulsory   |
| Level of course unit                                 | First cycle Bachelor   |
| Year of study when the course unit is delivered      | 1 <sup>st</sup> year   |
| Semester/trimester when the course unit is delivered | 2 <sup>nd</sup> 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"> <li>1. Students are able to explore and make 3 dimension composition on various materials</li> <li>2. Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</li> <li>3. Students have oral, written and multimedia presentation skills and presentation technology in general</li> <li>4. Students know the history and development of product design in general</li> </ol>   |
| Mode of delivery                                     | face-to-face   |
| Prerequisites and co-requisites                      | -  |
| Course content                                       | <p>The Design Basics 2 is a course delivered in the second semester, a core subject alongside Drawing 2. It is an integrated course combining theory and practical exercises in the aesthetics of tri-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"> <li>1) Visual design element of texture</li> <li>2) Visual design element of space</li> <li>3) Visual design element of depth</li> <li>4) Visual design principle of repetition</li> <li>5) Visual design principle of variation</li> <li>6) Visual design principle of balance</li> </ol> |

|  |   |
|--|---|
|  | 7) Visual design principle of proportion<br>8) Visual design principle of harmony<br>9) Structure & material<br>10) Exploration of sheet materials<br>11) Exploration of rod materials<br>12) Exploration of plastic materials<br>13) Exploration of solid materials  |
| Recommended or required reading and other learning resources/tools | <ul style="list-style-type: none"> <li>• Bielefeld, Basic Design Ideas, Boston, Springer, 2007</li> <li>• Lidwell, William, Universal Principles of Design, USA: Rockport Publishers, 2003</li> <li>• Lawson, Bryan, How Designers Think, London, The Architectural Press Ltd</li> <li>• Williams, Christopher, Origin Form, New York, Architectural Book Publishing Company, 1981</li> </ul> |
| Planned learning activities and teaching methods                   | Discovery Learning; Case Study  |
| 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

DP184203

Dasar Desain 2

Basic Design 2

5 credits

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

Course Form

Course Type

Minimum Passing Grade

:

:

: Tidak Ada

: C

Course Description

Mata kuliah integrasi teori & aplikasi estetika reka bentuk tri-matra

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

LO

CLO

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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

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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<br><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<br><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<br><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<br><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<br><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<br><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<br><i>Design skills, 2 and 3 dimension visualization in depth</i>   |
| <input type="checkbox"/>            | 8. Prinsip dan metodologi desain secara mendalam<br><i>Design principles and methodologies</i>  |
| <input type="checkbox"/>            | 9. Konsep user centered design secara mendalam<br><i>The concept of user centered design in depth</i>   |
| <input checked="" type="checkbox"/> | 10. Sejarah dan perkembangan desain produk secara mendalam<br><i>The history and development of product design in depth</i>   |
| <input type="checkbox"/>            | 11. Wawasan budaya dan perkembangan tren secara mendalam<br><i>Insight into culture and trend developments in depth</i>   |
| <input type="checkbox"/>            | 12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum<br><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<br><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<br><i>Environmental conservation concepts and principles in general</i>   |

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ADVANCING HUMANITY

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## Course Details

DP184203

Dasar Desain 2

Basic Design 2

5 credits

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

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

## Course Description

Mata kuliah integrasi teori &amp; aplikasi estetika reka bentuk tri-matra

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

LO CLO Assessment &amp; Evaluation Plan Lesson Plan

## Course Learning Outcomes

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

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| 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 tri-matra, dengan melakukan eksplorasi material<br><i>Students are able to explore and make 3 dimension composition on various materials</i>  | <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<br><i>Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i> | <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<br><i>Students have oral, written and multimedia presentation skills and presentation technology in general</i>   | <input type="checkbox"/>            | <input checked="" type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/>            | 10%           |
| CLO-4        | Mahasiswa mengetahui sejarah dan perkembangan desain produk secara umum<br><i>Students know the history and development of product design in general</i>   | <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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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      | Eksplorasi material Lembaran<br>Sheet Material Exploration<br>Studi Kasus   Case Method       | 20%   | 0%    | 0%    | 0%    | 20%          |
| 2      | Eksplorasi Material Fleksibel<br>Flexy Material Exploration<br>Studi Kasus   Case Method      | 20%   | 0%    | 0%    | 0%    | 20%          |
| 3      | Eksplorasi Material Batangan<br>Frame Material Exploration<br>Studi Kasus   Case Method       | 15%   | 0%    | 0%    | 0%    | 15%          |
| 4      | Eksplorasi Material Komposit<br>Composite Material Exploration<br>Studi Kasus   Case Method   | 15%   | 0%    | 0%    | 0%    | 15%          |
| 5      | Evaluasi Akhir Semester<br>End Semester Evaluation<br>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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## Lesson Plan

| Weeknum | Course Material   | Learning Method          |   |
|---------|---|--------------------------|---|
| 1       | Mengenal ruang lingkup, tata-aturan & rencana pembelajaran dasdes 2<br><i>Introduction of Basic Design 3 Dimention, rule &amp; schedule</i>               | Metode SCL lainnya       |       |
| 2       | Melakukan eksplorasi bentuk dan struktur dengan menggunakan material lembaran<br><i>Sheet material form and structure exploration</i>                     | Case method              |       |
| 3       | Mahasiswa mampu melakukan eksplorasi bentuk dengan menggunakan material fleksibel<br><i>Flexy material form and structure exploration</i>                 | Case method              |       |
| 4       | Mahasiswa mampu melakukan eksplorasi bentuk dan struktur dengan menggunakan material batangan<br><i>Frame material form and structure exploration</i>     | Case method              |       |
| 5       | Mahasiswa mampu melakukan eksplorasi bentuk dan struktur dengan menggunakan material komposit<br><i>Composite material form and structure exploration</i> | Case method              |   |
| 6       | Evaluasi Akhir Semester<br><i>End semester evaluation</i>   | Metode SCL lainnya       |   |
|         | <div>Bahasa Indonesia</div> <div>English</div>  | <div>Choose method</div> |   |