

# Final Project

## *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	Final Assignment
Course unit code	DP184838
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	4 <sup>th</sup> year
Semester/trimester when the course unit is delivered	8 <sup>th</sup> semester
Number of ECTS credits allocated	12,8 ECTS Credits
Name of lecturer	Bambang Tristiyono, S.T., M.Si.
Learning outcomes of the course unit	<ol style="list-style-type: none"> <li>1) Execute a design project based on the planning steps tested in the Design Proposal course.</li> <li>2) Document each step of the design implementation in detail and neatly, being able to academically justify the design work.</li> <li>3) Present design research data and analysis verbally/written according to academic writing standards.</li> <li>4) Present design research data and analysis visually in a design portfolio, using both print and digital media (multimedia).</li> <li>5) Communicate the research process in the final project design through oral presentations.</li> </ol>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>The Final Project Course is a studio course which is a continuation of the design project from the feasibility study that has been carried out in the Design Proposal Course. In this course, students carry out their design tasks independently under the supervision of a supervisor. The relevant design theories (which have been obtained in the previous semester) are implemented in the final project project design task</p> <ol style="list-style-type: none"> <li>1) Design Process</li> <li>2) Conceptualization</li> </ol>

	3) Emerging Technologies 4) Design in Context 5) Design and Sustainability 6) Problem Solving with Design 7) Design Thinking 8) Design Factors 9) Design Objectives 10) Design Research 11) Verbal Communication: Oral and Academic Writing 12) Visual Communication: Perspective, Sketch, Drawing, Rendering, CAD, and Professional Portfolio Creation 13) Human Factors 14) Material, Production, Prototyping & Model Making 15) Manufacturing Planning 16) Leadership and Project Management 17) Collaboration with Other Disciplines 18) Marketing 19) Intellectual Property Rights (IPR) 20) Business Planning & Resourcing
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> <li>• Anon, &amp; Villaumbrosia. (2017). The Product Book: How to Become a Great Product Manager. Product School.</li> <li>• Banfield, Eriksson and Walkingshaw (2017). Product Leadership: How Top Product Managers Launch Awesome Products and Build Successful Teams. O'Reilly Media, Inc.</li> <li>• Blessing, L. T., &amp; Chakrabarti, A. (2009). DRM, a design research methodology. Springer Science &amp; Business Media.</li> <li>• Cagan, Marty. (2017) INSPIRED: How to Create Tech Products Customers Love. Wiley</li> <li>• Cohen, A. (2015). Prototype to Product: A Practical Guide for Getting to Market. O'Reilly Media, Inc..</li> <li>• Cooper, R. G. (2011). Winning at new products: Creating value through innovation. Basic Books (AZ).</li> <li>• Dorst, K., &amp; Cross, N. (2001). Creativity in the design process: coevolution of problem–solution. Design studies, 22(5), 425-437.</li> <li>• Greenberg, S., Carpendale, S., Marquardt, N., &amp; Buxton, B. (2011). Sketching user experiences: The workbook. Elsevier.</li> <li>• Kalbach, J. (2016). Mapping experiences: A complete guide to creating value through journeys, blueprints, and diagrams. " O'Reilly Media, Inc."</li> <li>• Koskinen, I., Zimmerman, J., Binder, T., Redstrom, J., &amp; Wensveen, S. (2011). Design research through practice: From the lab, field, and showroom. Elsevier.</li> <li>• Laurel, B. (2003). Design research: Methods and perspectives. MIT press.</li> <li>• Marczyk, G., DeMatteo, D., &amp; Festinger, D. (2005). Essentials of research design and methodology. John Wiley &amp; Sons Inc.</li> <li>• Milton, A., &amp; Rodgers, P. (2013). Research methods</li> </ul>

	<p>for product design. Laurence King Publishing.</p> <ul style="list-style-type: none"> <li>• Muratovski, G. (2015). Research for designers: A guide to methods and practice. Sage.</li> <li>• Nunnally, B., &amp; Farkas, D. (2016). UX Research: Practical Techniques for Designing Better Products.</li> <li>• O'Grady, J. V., &amp; O'Grady, K. V. (2017). A Designer's Research Manual, Updated and Expanded: Succeed in Design by Knowing Your Clients and Understanding what They Really Need. Rockport.</li> <li>• Radjou, N., &amp; Prabhu, J. (2015). Frugal Innovation: How to do more with less. The Economist.</li> <li>• Urban, G. L., &amp; Hauser, J. R. (1980). Design and marketing of new products. Prentice hall.</li> <li>• Ward, D. (2014). FIRE: How Fast, Inexpensive, Restrained, and Elegant Methods Ignite Innovation. Harper Collins.</li> </ul>
Planned learning activities and teaching methods	Discovery Learning
Language of instruction	Indonesia
Assessment methods and criteria	Final project report

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## Course Details

DP184838

Tugas Akhir

Final Project

8 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

### Course Description

Mata Kuliah Tugas Akhir merupakan mata kuliah studio yang merupakan kelanjutan proyek desain dari studi kelayakan yang sudah dilakukan di Mata Kuliah Proposal Desain. Pada mata kuliah ini mahasiswa melaksanakan tugas perancangannya secara mandiri di bawah supervisi dosen pembimbing. Teori-teori desain yang relevan (yang telah diperoleh pada semester sebelumnya) diimplementasikan dalam tugas perancangan proyek tugas akhir

*The Final Project Course is a studio course which is a continuation of the design project from the feasibility study that has been carried out in the Design Proposal Course. In this course, students carry out their design tasks independently under the supervision of a supervisor. The relevant design theories (which have been obtained in the previous semester) are implemented in the final project project design task*

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

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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 checked="" 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 checked="" 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 checked="" 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. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Keterampilan 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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LO [CLO](#) Assessment & Evaluation Plan Lesson Plan

## Course Learning Outcomes

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Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 2	LO 3	LO 4	LO 6	
CLO-1	Mahasiswa mampu mengeksekusi suatu proyek desain berdasarkan langkah-langkah perencanaan pelaksanaan perancangan yang telah diuji sebelumnya pada mata kuliah Proposal Desain. <i>Students are able to execute a design project based on the planning implementation steps that have been tested previously in the Design Proposal course.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30%
CLO-2	Mahasiswa mampu mendokumentasikan dengan detil dan rapi setiap langkah pelaksanaan tugas perancangan serta dapat mempertanggungjawabkan karya desain secara akademik. <i>Students are able to document in detail and neatly every step of the implementation of the design task and can be responsible for the design work academically.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-3	Mahasiswa mampu menyajikan data serta analisis penelitian desain secara verbal/tertulis sesuai dengan kaidah penulisan karya ilmiah <i>Students are able to present data and design research analysis verbally/written in accordance with the rules of scientific writing</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mahasiswa mampu menyajikan data serta analisis penelitian desain secara visual dalam suatu portofolio desain baik menggunakan media cetak maupun digital (menggunakan multimedia) <i>Students are able to present data and analysis of design research visually in a design portfolio using both print and digital media (using multimedia)</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-5	Mahasiswa mampu mengkomunikasikan proses penelitian dalam perancangan tugas akhir dalam bentuk presentasi lisan <i>Students are able to communicate the research process in designing the final project in the form of an oral presentation</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	15%
Total Weight		33%	11%	11%	44%	100%

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## Assessment &amp; Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Eksekusi konsep desain <i>Design concept execution</i> Studi Kasus   Case Method	35%	0%	0%	0%	0%	35%
2	Penyajian portofolio dan dokumen <i>Portfolio and document presentation</i> Studi Kasus   Case Method	0%	15%	0%	15%	0%	30%
3	Laporan Tugas Akhir <i>Final report</i> Kognitif - Tugas   Cognitive - Assignment	0%	5%	10%	0%	5%	20%
4	Komunikasi dan Presentasi Sidang <i>Session Communication and Presentation</i> Kognitif - Tugas   Cognitive - Assignment	0%	0%	0%	0%	15%	15%
TOTAL		35%	20%	10%	15%	20%	100%
Target		30%	20%	20%	15%	15%	100%

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## Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pendahuluan, kontrak kuliah Introduction, college contract	Non SCL		
2	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
3	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
4	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
5	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
6	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
7	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
8	Evaluasi dan monitoring Evaluation and monitoring	Metode SCL lainnya		
9	Kolokium 2 Colloquium 2	Metode SCL lainnya		
10	Kolokium 2 Colloquium 2	Metode SCL lainnya		
11	Kolokium 2 Colloquium 2	Metode SCL lainnya		
12	Kolokium 2 Colloquium 2	Metode SCL lainnya		
13	Kolokium 2 Colloquium 2	Metode SCL lainnya		
14	Kolokium 2 Colloquium 2	Metode SCL lainnya		
15	Kolokium 2 Colloquium 2	Metode SCL lainnya		
16	Kolokium 2 Colloquium 2	Metode SCL lainnya		
18	Pameran BFA Tugas Akhir Final Project BFA Exhibition	Metode SCL lainnya		
19	Kolokium 3 Colloquium 3	Metode SCL lainnya		
20	Kolokium 4 Colloquium 4	Metode SCL lainnya		
<div><div>Bahasa Indonesia</div><div>English</div><div>Choose method</div><div></div><div></div></div>				