

Final Project DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk Bachelor of Industrial Design (BOID) 2018-2023



<u>Description of Course Unit</u> according to the ECTS User's Guide 2015

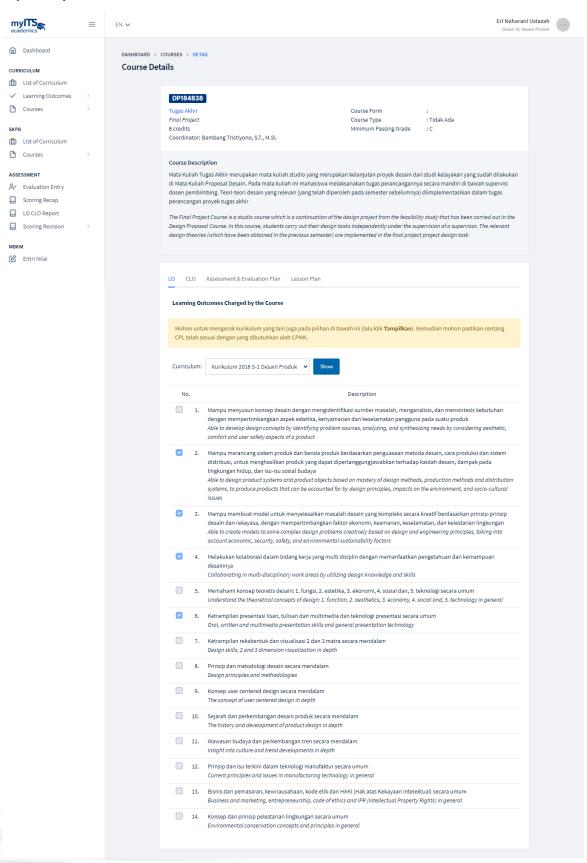
| Course unit title | Final Assignment |
|--|---|
| Course unit code | DP184838 |
| Type of course unit | Compulsory |
| Level of course unit | First cycle Bachelor |
| Year of study when the course unit is delivered | 4 th year |
| Semester/trimester when the course unit is delivered | 8 th semester |
| Number of ECTS credits allocated | 12,8 ECTS Credits |
| Name of lecturer | Bambang Tristiyono, S.T., M.Si. |
| Learning outcomes of the course unit | 1) Execute a design project based on the planning steps tested in the Design Proposal course. 2) Document each step of the design implementation in detail and neatly, being able to academically justify the design work. 3) Present design research data and analysis verbally/written according to academic writing standards. 4) Present design research data and analysis visually in a design portfolio, using both print and digital media (multimedia). 5) Communicate the research process in the final project design through oral presentations. |
| Mode of delivery | face-to-face |
| Prerequisites and co-requisites | - |
| Course content | 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 1) Design Process |
| | 2) Conceptualization |

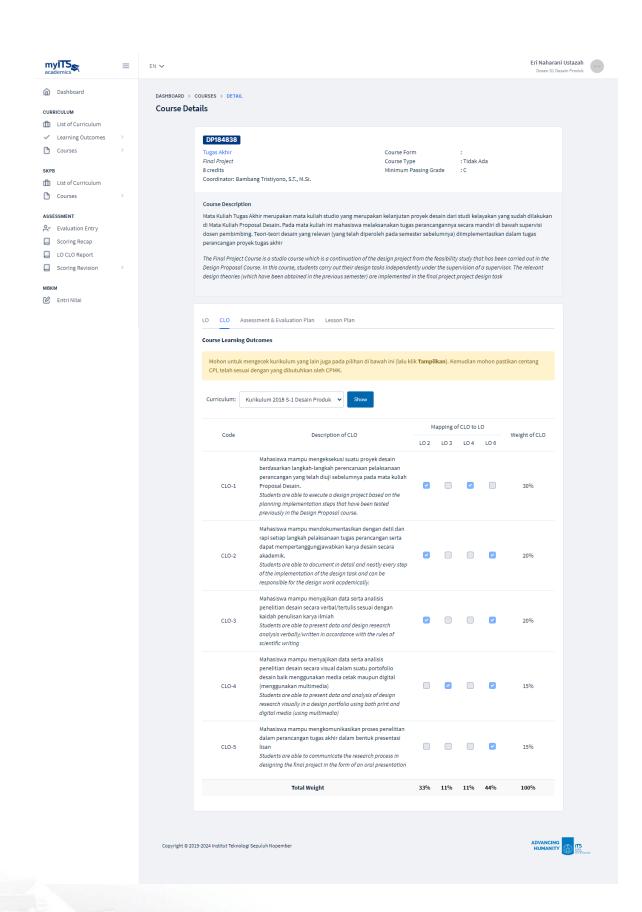
| | 3) Emerging Technologies | | | | |
|--|---|--|--|--|--|
| | 4) Design in Context | | | | |
| | 5) Design and Sustainability | | | | |
| | 6) Problem Solving with Design | | | | |
| | 7) Design Thinking | | | | |
| | 8) Design Factors | | | | |
| | 9) Design Objectives | | | | |
| | 10) Design Research | | | | |
| | 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 | • Anon, & Villaumbrosia. (2017). The Product Book: | | | | |
| reading and other learning | How to Become a Great Product Manager. Product | | | | |
| resources/tools | School. | | | | |
| | Banfield, Eriksson and Walkingshaw (2017). Product | | | | |
| | Leadership: How | | | | |
| | Top Product Managers Launch Awesome Products and | | | | |
| | Build Successful Teams. O'Reilly Media, Inc. | | | | |
| | • Blessing, L. T., & Chakrabarti, A. (2009). DRM, a | | | | |
| | design research methodology. Springer Science & | | | | |
| | Business Media. | | | | |
| | Cagan, Marty. (2017) INSPIRED: How to Create Tech Products Customers Laws Wiley. | | | | |
| | Products Customers Love. Wiley | | | | |
| | Cohen, A. (2015). Prototype to Product: A Practical Cuida for Catting to Market, O'Bailly Madia, Inc. | | | | |
| | Guide for Getting to Market. O'Reilly Media, Inc | | | | |
| | • Cooper, R. G. (2011). Winning at new products: | | | | |
| | Creating value through innovation. Basic Books (AZ). • Dorst, K., & Cross, N. (2001). Creativity in the design | | | | |
| | process: coevolution of problem–solution. Design | | | | |
| | studies, 22(5), 425-437. | | | | |
| | • Greenberg, S., Carpendale, S., Marquardt, N., & | | | | |
| | Buxton, B. (2011). Sketching user experiences: The | | | | |
| | workbook. Elsevier. | | | | |
| | • Kalbach, J. (2016). Mapping experiences: A complete | | | | |
| | guide to creating value through journeys, blueprints, | | | | |
| | and diagrams. " O'Reilly Media, Inc.". | | | | |
| | • Koskinen, I., Zimmerman, J., Binder, T., Redstrom, J., | | | | |
| | & Wensveen, S. (2011). Design research through | | | | |
| | practice: From the lab, field, and showroom. Elsevier. | | | | |
| | • Laurel, B. (2003). Design research: Methods and | | | | |
| | perspectives. MIT press. | | | | |
| | • Marczyk, G., DeMatteo, D., & Festinger, D. (2005). | | | | |
| A CONTRACTOR OF THE PARTY OF TH | Essentials of research design and methodology. John | | | | |
| | Wiley & Sons Inc. | | | | |
| 10 40 00 00 00 00 00 00 00 00 00 00 00 00 | • Milton, A., & Rodgers, P. (2013). Research methods | | | | |
| | | | | | |

| Planned learning activities and teaching methods | for product design. Laurence King Publishing. • Muratovski, G. (2015). Research for designers: A guide to methods and practice. Sage. • Nunnally, B., & Farkas, D. (2016). UX Research: Practical Techniques for Designing Better Products. • O'Grady, J. V., & 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. • Radjou, N., & Prabhu, J. (2015). Frugal Innovation: How to do more with less. The Economist. • Urban, G. L., & Hauser, J. R. (1980). Design and marketing of new products. Prentice hall. • Ward, D. (2014). FIRE: How Fast, Inexpensive, Restrained, and Elegant Methods Ignite Innovation. Harper Collins. Discovery Learning |
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| Language of instruction | Indonesia |
| Assessment methods and criteria | Final project report |

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Capture My ITS ACADEMIC





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| 0 | CLO | Assessment & Evaluation Pla | an Lesson P | lan | | | | | |
|------|---------------------------------|--|-------------------|-------------------|------------|-------------------|--------------------|----------------------|--|
| sses | sment & | & Evaluation Plan | | | | | | | |
| No. | Evalu | ation Plan | CLO-1 | CLO-2 | CLO-3 | CLO-4 | CLO-5 | Total Weight | |
| 1 | Desig | kusi konsep desain In concept execution I Kasus Case Method | 35% | 0% | 0% | 0% | 0% | 35% | |
| 2 | doku Portfi prese | ajian portofolio dan men olio and document entation I Kasus Case Method | 0% | 15% | 0% | 15% | 0% | 30% | |
| 3 | Final Kogn | ran Tugas Akhir report iitif - Tugas Cognitive - nment | 0% | 5% | 10% | 0% | 5% | 20% | |
| 4 | Sidar Sessi Prese Kogn | unikasi dan Presentasi 18 on Communication and entation litif - Tugas Cognitive - nment | 0% | 0% | 0% | 0% | 15% | 15% | |
| | | TOTAL Target | 35% 30% | 20% 20% | 10% 20% | 15% 15% | 20% 1596 | 100% 10096 | |



Eri Naharani Ustazah

: Tidak Ada

