

Jewelry Design 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	Jewelry Design 2
Course unit code	DP1846329
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Ari Dwi Krisbianto, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> • Students capable to design jewelry with unique and innovative shape • Students capable to comply arrangement and technical restriction due jewelry form cases • Students capable to operate common program application by jewelry industry • Students know the workflow and production process in industry • Students capable to create jewelry come near to jewelry industry
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This lecture is given so that students have skills from ideation to preparation for the jewelry manufacturing process. Students are able to apply aesthetic principles in the form of jewelry composition in the manufacturing process.</p> <ol style="list-style-type: none"> 1. Jewelry shape ideation 2. Jewelry idea usage in real scale and standard elements and components application 3. Digital modeling and technical simulation 4. Jewelry design application program (Rhinceros, RhinoGold, Matrix etc) 5. Assembling 6. Finishing
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Donohue, N. (2014). The Jewelry Maker's Design Book: An Alchemy of Objects. • Worsley, H. (2014). 100 Ideas that Changed Fashion.

	Lauren King Publishing
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184629

Desain Perhiasan 2

Jewellery Design 2

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., 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

Learning Outcomes Charged by the Course

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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 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 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.	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 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 checked="" 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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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 3	LO 5	LO 7	LO 12	
CLO-1	Mampu membuat alternatif model dengan ideasi melalui sketsa yang memenuhi kaedah estetika perhiasan <i>Able to make alternative models through ideation sketches that meet the aesthetic</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-2	Mampu melakukan pengembangan ide bentuk untuk memperkaya alternatif dan eksplorasi reka bentuk <i>Able to develop ideas to enrich alternatives and design exploration</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mampu memahami dan merencanakan detail bentuk perhiasan secara tiga dimensi <i>Able to understand and plan the details of the form of jewelry in three dimensions</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-4	Mampu menerjemahkan sketsa ide menuju persiapan proses digital dengan memperhatikan kaedah teknis manufaktur perhiasan <i>Able to translate idea sketches into digital process preparation by paying attention to the technical rules of jewelry manufacturing</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-5	Mampu menerapkan prinsip-prinsip estetika dalam bentuk komposisi rupa perhiasan dalam proses manufaktur dengan menggunakan aplikasi digital <i>Able to apply aesthetic principles in the form of jewelry composition in the manufacturing process using digital applications</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-6	Mahasiswa mampu melakukan penyesuaian teknis mengikuti profil bentuk pada saat proses digital <i>Students are able to make technical adjustments following the shape profile during the digital process</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-7	Mampu mengaplikasikan Kemampuan membuat digital 3D menjadi model perhiasan tahap awal <i>Able to apply the ability to make 3D digital into early-stage jewelry models</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-8	Mampu menyajikan karya dan proses pembuatan berdasarkan konsep dan teknik presentasi yang baik <i>Able to present works and manufacturing processes based on good presentation concepts and techniques</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
Total Weight		19%	24%	33%	24%	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	CLO- 8	Total Weight
1	Brainstorming sketsa ide <i>Brainstorming ideation sketches</i> Studi Kasus Case Method	10%	0%	0%	0%	0%	0%	0%	0%	10%
2	Pengembangan sketsa ide <i>Idea sketch development</i> Kognitif - Tugas Cognitive - Assignment	0%	10%	0%	0%	0%	0%	0%	0%	10%
3	Vector template 3D <i>Vector template 3D</i> Hasil proyek Team-based Project	0%	0%	10%	0%	0%	0%	0%	0%	10%
4	Sketsa detail perhiasan untuk pemrofilan <i>Detail sketch for 3D profiling</i> Hasil proyek Team-based Project	0%	0%	0%	10%	0%	0%	0%	0%	10%
5	Pemrofilan 3 dimensi <i>3D profiling</i> Hasil proyek Team-based Project	0%	0%	0%	0%	15%	0%	0%	0%	15%
6	Profil 3D akhir <i>Final 3D profil</i> Hasil proyek Team-based Project	0%	0%	0%	0%	0%	15%	0%	0%	15%
7	Support model perhiasan <i>Jewelry model support</i> Hasil proyek Team-based Project	0%	0%	0%	0%	0%	0%	10%	0%	10%
8	Booklet portfolio dan Produk Perhiasan <i>portfolio booklet and jewelry product</i> Hasil proyek Team-based Project	0%	0%	0%	0%	0%	0%	0%	20%	20%
TOTAL		10%	10%	10%	10%	15%	15%	10%	20%	100%
Target		10%	10%	10%	10%	15%	15%	10%	20%	100%

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

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Lesson Plan

Weeknum	Course Material	Learning Method	
1	Perkenalan: Mengenal ruang lingkup, tata aturan & rencana pembelajaran Desain Perhiasan 2 <i>Introduction: Getting to know the scope, rules & learning plan of Jewelry Design 2</i>	Case method	 
2	Eksplorasi bentuk <i>Design exploration</i>	Case method	 
3	Pengembangan bentuk <i>Design development</i>	Case method	 
4	Seleksi alternatif perhiasan sesuai logika geometri <i>Selection of jewelry alternatives according to geometric logic</i>	Case method	 
5	Seleksi alternatif perhiasan dan penyesuaian menurut kriteria ergonomi <i>Selection of jewelry alternatives and adjustment according to ergonomic criteria</i>	Case method	 
6	Seleksi alternatif perhiasan dan penyesuaian menurut standar umum perhiasan industri <i>Selection of jewelry alternatives and customization according to general jewelry industry standards</i>	Case method	 
7	Pemasangan dan Penambahan komponen pendukung <i>Assembling and Addition of supporting components</i>	Team-based project	 
8	Merangkai dan menambahkan komponen mekanis sederhana pada perhiasan <i>Assembling and adding simple mechanical parts to jewelry</i>	Team-based project	 
9	Proses dan tahap-tahap pemrosesan sesuai studi kasus bentuk <i>Process and stages of processing according to the case study form</i>	Case method	 
10	Pengolahan bentuk digital <i>Digital modeling processing</i>	Team-based project	 
11	Penyesuaian proses digital <i>Digital process adjustment</i>	Team-based project	 
12	Proses transformasi referensi berat <i>Weight reference transformation process</i>	Case method	 
13	Proses pecah komponen <i>Component splitting process</i>	Case method	 
14	Proses simulasi berat <i>Weight simulation process</i>	Case method	 
15	Proses support <i>Supporting process</i>	Team-based project	 
16	Pembuatan master positif produk perhiasan dalam bentuk 3d print <i>Making positive master jewelry products in 3d print</i>	Team-based project	 

Bahasa Indonesia

English

Choose method

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