

Product Design 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	Product Design 1
Course unit code	DP184410
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 th semester
Number of ECTS credits allocated	9,6 ECTS Credits
Name of lecturer	Eri Naharani Ustazah, S.T., M.Ds.
Learning outcomes of the course unit	1) Students can apply the Design Thinking method in the case of fashion/apparel product design. 2) Students can create a Design Brief, Moodboard, and Style Guide. 3) Students can understand the product assembly process through Reverse Engineering. 4) Students can present ideas through Thumbnail sketches, Design Alternatives, and Final Designs. 5) Students can create Study/Forms, Models. 6) Students can perform iteration, development, and presentation of prototypes. 7) Students can design a Bill of Materials (BOM). 8) Students can showcase their work in an exhibition equipped with shop etiquette.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	The product design course related to the premises of function and aesthetics (form and image) in the scope of fashion and apparel products such as bags, accessories, and footwear. 1) Introduction: history, figures & works. 2) Fundamental theory: design thinking, concepts, creative exploration, and character, model study, material, finishing. 3) Design Brief: Image, inspiration, mood board, Style guide, Identify the Opportunity for a New Product. 4) Research: Perform Product Research (simple) &

	<p>reverse Engineering.</p> <p>5) Concept: Idea sketch, refine sketch, Thumbnail sketch, Design Alternatives, and Final Design.</p> <p>6) Iteration: Create 3D Model, Study/Form, Model prototype.</p> <p>7) Iteration: Development, Presentation prototype Bill of Materials, production, material & processes, shop etiquette.</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Burke, Sandra.2012.Fashion Designer-Concept to Collection. London: Burke publishing • Charlotte & Peter Fuell, Industrial Design A-Z, Taschen, 2000 • Charlotte & Peter Fuell, Designing The 21st Century, Taschen, 2001 • Design Secrets: Products, Rocport Publisher. Inc., 2001 • Krome, Barrat, Logic and Design, George Godwin Ltd. 1980
Planned learning activities and teaching methods	Case Method; Project Based Learning; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184410

Desain Produk 1

Product Design I

6 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Perkuliahan perancangan produk yang terkait dengan premis fungsi dan estetika (bentuk dan citra) pada ruang lingkup produk fashion dan apparel seperti : tas, aksesoris, alas kaki

Product design courses are related to the premise of function and aesthetics (form and image) in the scope of fashion and apparel products such as: bags, accessories, footwear

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 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 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. Keterampilan 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. 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 checked="" 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 checked="" 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 Details

DP184410

Desain Produk 1

Product Design 1

6 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

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Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

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Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 3	LO 7	LO 11	LO 13	
CLO-1	Mahasiswa mampu menerapkan metode Design Thinking dalam kasus desain produk fashion / apparel / lifestyle <i>Able to apply the Design Thinking method in the case of fashion / apparel / lifestyle product design</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
CLO-2	Mahasiswa mampu membuat : Design Brief, Moodboard dan Style guide <i>Able to make: Design Brief, Moodboard and Style guide</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mahasiswa mampu memahami proses assembly produk melalui Reverse Engineering <i>Able to understand the product assembly process through Reverse Engineering</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mahasiswa mampu menampilkan ide melalui : Thumbnail sketch, Alternatif Desain dan Desain Final <i>Able to present ideas through: Thumbnail sketch, Alternative Design and Final Design</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-5	Mahasiswa mampu membuat Study/Form, Model, Iterative, Development, Presentation, prototype <i>Able to make Study/Form, Model, Iterative, Development, Presentation, prototype</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-6	Mahasiswa mampu merancang Bill of Materials <i>Able to design Bill of Materials</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-7	Mahasiswa mampu menampilkan karya dalam sebuah pameran dilengkapi dengan shop etiquette <i>Able to display their work in an exhibition equipped with shop etiquette</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
Total Weight		33%	33%	11%	22%	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	Total Weight
1	Case : Profil ukm & permasalahannya Case : SME's profile & problems Studi Kasus Case Method	5%	0%	0%	5%	0%	5%	5%	20%
2	Portofolio desain Design Portfolio Hasil proyek Team-based Project	10%	5%	0%	5%	0%	5%	5%	30%
3	Gambar Teknik Technical Drawing Hasil proyek Team-based Project	0%	0%	10%	5%	5%	0%	0%	20%
4	foto operasional produk dan prototipe Product operation photo & prototipe Hasil proyek Team-based Project	0%	5%	0%	0%	15%	0%	10%	30%
TOTAL		15%	10%	10%	15%	20%	10%	20%	100%
Target		15%	10%	10%	15%	20%	10%	20%	100%



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Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar : 1. Deskripsi dan lingkup tugas 2. Topik 3. Wawasan desain dan produksi referensi <i>Introduction : 1. Description and scope of work 2. Topic 3. Design Insight and product references</i>	Non SCL	✎	🗑
2	1. Identifikasi masalah 2. Design brief <i>1.Problem identification 2. Design brief</i>	Case method	✎	🗑
3	Studi dan analisis pengguna : Persona, customer journey mapping <i>User study and analysis : Persona, customer journey mapping</i>	Case method	✎	🗑
4	Studi Produk eksisting and competitor : komposisi material dan Reverse Engineering. <i>Study of existing products and competitors</i>	Case method	✎	🗑
5	Desain awal : thumbnail sketches <i>Preliminary design : thumnall sketches</i>	Team-based project	✎	🗑
6	Pemilihan design dan rendering <i>Selected design and rendering</i>	Team-based project	✎	🗑
7	Gambar teknik <i>Technical drawing</i>	Team-based project	✎	🗑
8	Studi dan analisis model 3 dimensi <i>3D Model study and analysis</i>	Team-based project	✎	🗑
9	Pengembangan desain <i>Design Development</i>	Team-based project	✎	🗑
10	Design refinement <i>Design refinement</i>	Team-based project	✎	🗑
11	Desain varian <i>Variant design</i>	Team-based project	✎	🗑
12	Pembuatan prototipe <i>Prototyping</i>	Team-based project	✎	🗑
13	Pembuatan prototipe <i>Prototyping</i>	Team-based project	✎	🗑
14	Gambar/ foto pengoperasian produk <i>Product operation pictures/photos</i>	Team-based project	✎	🗑
15	Penghitungan harga pokok produksi <i>cost of production calculation</i>	Team-based project	✎	🗑
16	Menyusun dokumen desain dan etiket produk <i>compiling design documents and product etiquette</i>	Case method	✎	🗑
	<div>Bahasa Indonesia</div> <div>English</div>	Choose method ▼	✎	✕

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