Introduction to Design

Syllabus Number 0F101
General Basic Subjects
Elective 2 credit

CHIBA. Tomoji

1. Course Description

This course introduces students the manners of understanding the design.
First, they will learn the words and the background they should know in the field of broad fine arts and design, and develop professional understanding of design concepts, theories, and events.
In this class, students acquire knowledge and attitudes for the diploma policy.
This subject is related to 1, 3, and 4 of your study goals.

2. Course Objectives

You can acquire
- basic knowledge on design concepts, theories, events, tradition, and the latest aesthetics.
- the ability to understand culture of Japan and other countries.

3. Grading Policy

Evaluation on every small report 40%
Final Report rating 60%
The results are evaluated based on the above.

4. Textbook and Reference

Textbook
Materials for each lecture will be distributed.
Various video materials in conjunction with the lecture contents (PowerPoint, DVD)

5. Requirements(Assignments)

The small reports to be submitted every time to confirm your preparation for the lesson and your understanding of the contents explained in the lecture. For the related matters, it is important to search information and give your own opinion in your own words.

6. Note

7. Schedule

[1] Guidance and introduction, overall image of the design area, the situation that the design is in now, what the design is, the relationship with the society.
[2] The historical flow of design and the spread in the area, the modern history of design
[3] Japanese culture, tradition, and design (Japanese picture scrolls "Emakimono" and animation)
[4] Art and Design 1 - contemporary expression and design (DaVinci, Kazuhiko Hachiya, etc.)
[5] Art and Design 2 - contemporary expression and design (contemporary art, Basquiat, etc.)
[6] Mode, Vogue, fashion Design
[7] Character and design, typography
[8] Editorial and Design (Steidel's book making)
[9] Introduction to Illustration, Japan and the world
[10] What is an artist? (Picasso the secret of genius)
[11] Photo, visual expression 1 (Lumière)
[12] Photo, visual expression 2 (art animation etc.)
[13] Community and Design: Examples of industry-academia collaboration, community revitalization, art Festival
[14] Design thinking, design and technology, art in business
[15] Summary, Design and art in the future