朝陽科技大學 092學年度第1學期教學大綱
Seminar in Design Practice 設計實務講座

當期課號	1207	Course Number	1207
授課教師	路威	Instructor	
中文課名	設計實務講座	Course Name	Seminar in Design Practice
開課單位	工業設計系(四日)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	2	Credits	2
課程目標	實務與理論並重，尤其以強化思考判斷訓練爲主軸。	Objectives	This class will cover design theory and practice , then emphasize in design thinking and judging training.
教材	This class is in English. The class is divided into teams. Each group will have a team leader who speaks English. The class will not go to the next step without checking that ALL students have understood the lesson. To ALL lessons you must bring 1.a name badge with your name in pin-yin, your english name and your student number. 2. a hard-cover A3 sketch book for all your drawings and notes. 3. a chinese-english-chinese dictionary, either printed or electronic. 4. you must come to class on time or your grade will be lowered.	Teaching Materials	This class is in English. The class is divided into teams. Each group will have a team leader who speaks English. The class will not go to the next step without checking that ALL students have understood the lesson. To ALL lessons you must bring 1.a name badge with your name in pin-yin, your english name and your student number. 2. a hard-cover A3 sketch book for all your drawings and notes. 3. a chinese-english-chinese dictionary, either printed or electronic. 4. you must come to class on time or your grade will be lowered.
成績評量方式	The profit (P) of each group represents your group mark. Your bonus (B) is you personal mark. Your progress is your IP-Share. P+B+IP = your grade. Your group mark is 40%, your bonus counts 40% and your IP-share counts 20%.	Grading	The profit (P) of each group represents your group mark. Your bonus (B) is you personal mark. Your progress is your IP-Share. P+B+IP = your grade. Your group mark is 40%, your bonus counts 40% and your IP-share counts 20%.
教師網頁			
	The goal of this course is to develop your ability to develop and manage a design project in a simulation of a real-life studio. This is a studio class in seminar form. The whole class is a Design Studio which is divided into teams with teamleaders who speak English. You can always stop the class, so no student should be left behind the others. Each team is a project group and a profit centre within the Studio working together and making client presentations. Each team defines the individual resources of its members, and divides the work between them to reach goals and deadlines. You will go through 3 whole design projects in one term, from idea to client presentation. With reference to the professor's "BEST Design Principles" design management tool your design will evaluated as a product, a service, and experience		The goal of this course is to develop your ability to develop and manage a design project in a simulation of a real-life studio. This is a studio class in seminar form. The whole class is a Design Studio which is divided into teams with teamleaders who speak English. You can always stop the class, so no student should be left behind the others. Each team is a project group and a profit centre within the Studio working together and making client presentations. Each team defines the individual resources of its members, and divides the work between them to reach goals and deadlines. You will go through 3 whole design projects in one term, from idea to client presentation. With reference to the professor's "BEST Design Principles" design management tool your design will evaluated as a product, a service, and experience

教學內容	and a business proposal within an Idea Development Cycle (RAS/CDP). Your team is a self-regualting group which keeps its own attendance ledger, makes joint project books of design results, and individual books documenting each member's process. Every week except at project presentations, the seminar has the form of an internal studio meeting where you make a progress report, project status, questions from group to studio, studio brainstorm amd project plan for next week. Every new studio meeting is run by a new "meeting chairperson" and minutes are kept by a "secretary". Project Presentations are Client Presentations. In these weeks, each production team sells their project to the rest of the class who are assigned the roles of CEO and secretary, plus directors of company departments and their employees. Each presentation ends in team meeting to evaluate the success of the presentation, and in "internal" company dept. meetings to make their recommendation to the CEO who decides "bought or failed". The success of your group becomes your team profit - and your group mark. The profit (P) of each group represents your group mark. Your bonus (B) is you personal mark. During every lesson an activity log is kept of who speaks and participates to decide credits - your bonus. P+B = your grade.	**Syllabus**	and a business proposal within an Idea Development Cycle (RAS/CDP). Your team is a self-regualting group which keeps its own attendance ledger, makes joint project books of design results, and individual books documenting each member's process. Every week except at project presentations, the seminar has the form of an internal studio meeting where you make a progress report, project status, questions from group to studio, studio brainstorm amd project plan for next week. Every new studio meeting is run by a new "meeting chairperson" and minutes are kept by a "secretary". Project Presentations are Client Presentations. In these weeks, each production team sells their project to the rest of the class who are assigned the roles of CEO and secretary, plus directors of company departments and their employees. Each presentation ends in team meeting to evaluate the success of the presentation, and in "internal" company dept. meetings to make their recommendation to the CEO who decides "bought or failed". The success of your group becomes your team profit - and your group mark. The profit (P) of each group represents your group mark. Your bonus (B) is you personal mark. During every lesson an activity log is kept of who speaks and participates to decide credits - your bonus. P+B = your grade.

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