

1	DESIGN
2	COMPULSORY
3	EQF 6
4	1
5	1+2
6	8
7	MARCO RIBOLA
8	<p>DESIGN IS THE DISCIPLINE THAT REFERS TO THE DESIGN OF OBJECTS DESIGNED TO BE INDUSTRIALLY PRODUCED AND IN SERIES. THE SERIES CAN BE COMPOSED OF VERY HIGH NUMBERS OR A FEW PIECES. DESIGN DEALS WITH THE DEFINITION OF THE SHAPE OF INDIVIDUAL OR COLLECTIVE OBJECTS OF USE.</p> <p>THE FACTORS THAT INTERVENE IN THE DEFINITION OF THE SHAPE OF AN OBJECT AND THAT MUST BE INTERPRETED AND GOVERNED BY THE DESIGNER ARE:</p> <p>FACTORS OF A FUNCTIONAL NATURE - INDIVIDUAL OR COLLECTIVE USE OF THE PRODUCT - SOCIAL AND CULTURAL FACTORS;</p> <p>FACTORS RELATED TO THE PRODUCTION ASPECTS:</p> <p>TECHNICAL-CONSTRUCTIVE, TECHNICAL-PRODUCTIVE, TECHNICAL-ECONOMIC, TECHNICAL-SYSTEMIC, TECHNICAL-DISTRIBUTIVE FACTORS.</p> <p>THE ACTION OF THE DESIGNER IS GENERALLY CARRIED OUT WITH THE COLLABORATION OF OTHER SPECIALISTS, SKILLS PRESENT WITHIN THE COMPANY OR PRODUCED BY OTHER CONSULTANTS.</p> <p>THE COURSE AIMS TO SET THE BASIS FOR A GOOD DESIGN, THE METHOD OF COMMUNICATION OF AN IDEA, THE SETTING OF A RESEARCH, THE ABILITY TO BRING TOGETHER ALL THE DISCIPLINES LEARNED IN THE SUBJECTS THAT THE DESIGN DEPARTMENT OFFERS.</p>
9	FACE TO FACE
10	-
11	<p>CONTENTS AND OBJECTIVES</p> <p>ASPECTS OF DESIGN / INTRODUCTION TO THE COURSE</p> <p>CHARACTERISTICS OF THE DISCIPLINE</p> <p>DEVELOPMENT OF THE PROFESSION OF DESIGNERS FROM THE BEGINNING TO THE PRESENT TECHNOLOGICAL EVOLUTION</p> <p>BASIC DESIGN ELEMENTS</p> <p>PROBLEM SOLVING_ PROPEDEUTICAL PROJECTS FOR THE DESIGN PROJECT</p> <p>DESIGN OF OBJECTS DESIGNED TO PRODUCE INNOVATIVE SOLUTIONS AND MADE WITH POOR MATERIALS PACKAGING FOR AN EGG</p> <p>DESIGN AIMED AT SUSTAINABILITY</p> <p>RESEARCH AND DEVELOPMENT OF PROJECT IDEAS</p> <p>CREATIVE DESIGN / CREATIVE ACTION: IDEATION AND RESEARCH</p> <p>"NEEDS" - NEW AREAS OF DESIGN INTERVENTION</p> <p>IDENTIFICATION OF INNOVATIVE SOLUTIONS / BRAINSTORMING TECHNIQUES - TRANSVERSAL EXPLORATION RESEARCH TO SUPPORT INNOVATION</p> <p>VIEWING IDEAS</p> <p>STRUCTURING AND PRESENTATION OF CONCEPTS</p> <p>DESIGN OF THE CONCEPT AND OF THE PRODUCT</p> <p>PROJECT BRIEF</p> <p>ANALYSIS OF THE EXISTING</p> <p>SEARCH FOR POSSIBLE SOLUTIONS</p> <p>ANTHROPOMETRIC / ERGONOMIC ASPECTS</p> <p>TECHNICAL / FUNCTIONAL ASPECTS</p> <p>MARKET AREAS: PRODUCT TYPES - RECIPIENTS - PLACES OF SALE</p> <p>DEVELOPMENT OF PROJECT PROPOSALS AND SELECTION OF THE MOST SUITABLE GIVEN THE REFERENCE</p> <p>BUSINESS CONTEXT</p> <p>IDENTITY ASPECTS</p>
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13	-
14	THE EXAM WILL INCLUDE THE DELIVERY AND DISCUSSION OF THE COMPLETE PROJECTS OF: GRAPHIC DRAWINGS, WORKING MODELS AND FINAL MODEL, PRESENTATION OF THE VARIOUS DEVELOPMENT PHASES.
15	ITALIAN