

Course name: INTRODUCTION TO DESIGN

Course code: GE 216

Course hours: Credit hours 1, Contact hours 2

Course Pre-requisites: None

Course Description

The design is a process, which requires different phases/ steps to go through for a better design solution. This Course explores the fundamentals of the design process by dealing with 2d and 3d projects (graphic design, three-dimensional object/ product) by exercising the different phases of design.

Course Main Objective

In this course, the students will be to:

- Develop the ability to process any design project through different essential phases in order to produce a better design solution.
- Develop the ability to deal with logic rather than intuition in any design project.

Course Learning Outcomes

After the completion of this course, the students will be able to;

- Define design process through logic/ reasoning.
- Recognize the potentials of design phases.
- Analyze project/ client brief through research.
- Design and Develop the ideas through conceptual and three-dimensional prototyping.
- Evaluate the implemented design solution.

Course evaluation

- Quizzes, practical assignments
- Weekly/biweekly reviews
- Midterm examination
- Attendance
- Final examination

Course recommended books

- Design Thinking by Gavin Ambrose and Paul Harris