



# Course Specification

— (Bachelor)

Course Title: **Introduction to Design**

Course Code: **GE 216**

Program: **Architecture**

Department: **Architecture**

College: **Architecture and Planning**

Institution: **Qassim University**

## 1. Course Identification

### Course general 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(s):

In this course, the students will:

- 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

## 2. Course Learning Outcomes (CLOs)

Code	Course Learning Outcomes	Code of CLOs aligned with program
<b>1.0</b>	<b>Knowledge and understanding</b>	
1.1	<b>Define</b> design process through logic/ reasoning	K1, S2
1.2	<b>Recognize</b> the potentials of design phases	K2, S6
<b>2.0</b>	<b>Skills</b>	
2.1	<b>Analyze</b> project/ client brief through research	S1, S2
2.2	<b>Design</b> and <b>develop</b> the ideas through conceptual and three-dimensional prototyping	S2, S6
2.3		
<b>3.0</b>	<b>Values, autonomy, and responsibility</b>	
3.1	Designer responsibility To meet requests and convince the client of Innovation Within sustainability Considerations.	V1, V2
3.2	Awareness of the Community and user safety.	V4, V8



### 3. Students Assessment Activities

No	Assessment Activities *
1.	Participation, Attendance
2.	Quiz 1 (Design tools & Quiz)
3.	Quiz 2 (Concept, Concept Development)
4.	Midterm Exam
5.	Quizzes (Projects & individual work)
6.	Portfolio + Group Work Project
7.	Final Exam

### 4. Learning Resources and Facilities

<b>Essential References</b>	Design Thinking by Gavin Ambrose and Paul Harris
<b>Supportive References</b>	The Design Student s Journey, " Understanding How Designers Think". by BRYAN LAWSON, 2019
<b>Electronic Materials</b>	N/A
<b>Other Learning Materials</b>	N/A

