



**ESOGU Faculty of Art and Design
Industrial Design Department
COURSE INFORMATION FORM**

SEMESTER	Fall
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COURSE CODE	1411xx	COURSE NAME	DESIGN RESEARCH
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	Type	Language
3	1	1	0	2	3	COMPULSORY (X) ELECTIVE ()	Turkish

COURSE CATEGORY

Basic Education	Design	Natural and Applied Science	Social Science	Art
	X			

ASSESSMENT CRITERIA

MID-TERM	Evaluation Type	Quantity	%
	1st Mid-Term		1
2nd Mid-Term			
Quiz			
Homework			
Project		1	20
Report			
Others (Participation)		1	15
FINAL EXAM		1	35

PREREQUIEITE(S)	
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COURSE DESCRIPTION	In this course, students first learn about the mindset that designers should have and about design research and methods. Then, students can establish the relationship between the design process and design research by experiencing the basic steps of the design process and the reflexive and repetitive structure of the process through a sample project.
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COURSE OBJECTIVES	The aim of this course; <ul style="list-style-type: none">• To give information about the mentality of being a designer.• To gain knowledge and experience about design research and methods.• To teach the reflexive and repetitive nature of the design process.• To give information about research methods that can be used at different stages of the design process.
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ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	This course contributes to the establishment of the scientific infrastructure of design studies by providing students with knowledge and experience about design research and the design process.
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<p>COURSE OUTCOMES</p>	<p>Students who successfully complete this course;</p> <ul style="list-style-type: none"> • Gain information about the mindset of designers. • Learn design research and methods. • Understand the relationship between the design process and design research. • Understand the importance of divergent and convergent thinking in the design process.
<p>TEXTBOOK</p>	<p>* Lewrick, Link, & Leifer. (2020). The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable Innovation Methods.</p>
<p>OTHER REFERENCES</p>	<p>* Muratovski, G. (2016). Research for designers: A guide to methods and practice. Sage Publications. * Liedtka, J., & Ogilvie, T. (2011). Designing for growth: A design thinking tool kit for managers. Columbia University Press. * Koskinen, I., Zimmerman, J., Binder, T., Redstrom, J., & Wensveen, S. (2013). Design Research Through Practice: From the Lab, Field, and Showroom * Martin, B., & Hanington, B. (2012). Universal Methods of Design. * https://www.designkit.org/</p>
<p>TOOLS AND EQUIPMENTS REQUIRED</p>	<p>Personal computer and miscellaneous stationery</p>

WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Introduction of the program
2	Introduction to design research
3	Research methods: Exploring
4	Research methods: Exploring
5	Research methods: Developing ideas
6	Research methods: Developing ideas
7	Research methods: Testing and applying
8	MID-TERM
9	Discovery process over the project topic
10	Discovery process over the project topic
11	Discovery process over the project topic
12	Idea development process over the project topic
13	Idea development process over the project topic
14	Testing process over the project topic
15	Testing process over the project topic
16	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic contexts the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice			X
2	The ability to plan the design process, to choose and use appropriate methods and techniques	X		
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach	X		
4	The ability to design in terms of spatial thinking using design principles and elements			X
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications			X
6	The ability to visualize and present using two and three dimensional design tools		X	
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects			X
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws			X
9	The ability to carry out the design process effectively individually or in a team	X		
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels;			X

1: None. 2: Partially contribution. 3: Completely contribution.

Instructor(s): Öğr. Gör. Nimet Başar Kesdi

Signature:

Date: