PD 483 Personal Studio

School of Architecture and Allied Arts
University of Oregon

Sample Course Syllabus –
This course is taught every term and is offered for between 4 and 6 credits and is repeatable for elective credit.

Students in the BS/BA program must take a minimum of 4 credits of 483 Personal Studio

Students in the BFA program must take an additional 4 credits of PD 486, PD 487 and PD 488

Projected Enrollment is 16-20 students per section open to majors only or by instructors consent

Instructor: This course will be taught by eligible faculty in Product Design and adjunct faculty with expertise in product design

Format: This course is organized as an interactive studio in which students engage in independent project-based learning based on Personal issues. Faculty support student explorations by directing students to relevant research and readings, suggesting approaches and methods, and raising questions for individual use in recycling design work and for group discussion. A collaborative studio environment involving peer teaching and student participation in discussions is viewed as essential. Class meetings involve a variety of communication and project development formats including: desk critiques, pin-ups, reviews, in-class discussions of readings and process, teamwork sessions, lectures, workshops, and field trips.

Time/Place: This class meets two hours per week for each credit hour awarded. Typically, design studios are offered for either four credits or six credits. The four credit studios would typically meet twice per week for eight hours total and the six credit studios would meet three times per week for twelve hour total.

Credits: 4-6 Credit Hours (repeatable for elective credit).
Grading: Pass/No Pass Only

Prerequisites: Students must have completed
PD 323 Drawing
PD 340 Design for Use
PD 350 Objects and Impacts
PD 370 Design Process
and senior standing in Architecture, Art, Interior Architecture or Product Design

Content: Each design studio focuses on Personal question(s) that are explored through active design development. Questions relate to issues of user interface, sustainability or societal problems. Examples might include designing a series of related products, a group of interactive products or a single complex product. These products could range from functional objects
and mechanisms, to software, to branded environments. As in existing Architecture and Art studios faculty organize studio offerings so that each student must engage in a range of studio experiences.

Objectives:  
All students are expected to:

- Conduct themselves professionally.
- Engage in the collaborative learning process, by building skills in written and verbal communication and constructive criticism and to participate actively in studio discussions
- Build and/or improve time management skills, as evidenced by the ability to generate and explore design ideas between class meetings and the ability to complete assignments on time.
- Demonstrate interest in the world beyond the studio and the immediate assignment at hand – that of significant designed projects and/or products and approaches in contemporary design culture and of issues and concerns designers should be aware of.
- Learn to gather, analyze, and document program information in the field, on line, and in the library.
- Explore how two-dimensional graphics and brand identity relate to three-dimensional environmental design.
- Explore and analyze multiple alternatives to design solutions and revise and refine your work throughout the term.
- Learn to visualize products in three dimensions through various media methods (such as study models and quick perspective drawings)
- Develop and present a design proposal that responds to both aesthetic and functional requirements of the program and that has a clear conceptual basis.
- Generate process and presentation media that reveal growth in drawing, composition and model-making skills

Requirements: In addition to participating in class activities students are expected to work independently on design projects outside the meeting times for class. Students must generate sketches, drawings, models and in some cases working prototypes of their design for review by faculty. All students are expected to present their work at a mid-term and final review for evaluation by faculty and invited critics.

Grading: Grading is based on process and completion of design projects and on participation in the studio.

Readings: will be designated by the Instructor and will include critical books, equipment and computer programs that students will be required to purchase. Required readings may also include assigned websites, and excerpts from current periodicals and news services posted on blackboard.

Attendance: Students are expected to attend all studio meetings, be on time, and stay for the entire session. Excused absences (such as illness or personal emergency) must be reported to the instructor prior to the missed class if at all possible. Verification of illness forms can be obtained from the Student Health Services. Students who have missed 2 classes are required to meet with their instructor before returning to studio.

Disability: If you have a documented disability and anticipate needing accommodations in this course, please make arrangements to meet with the instructor in the first week of the term. Please request that the Counselor
for Students with Disabilities send a letter verifying your disability. You may reach Disability Services at (541) 346-3705.

**Academic Misconduct:** The University Student Conduct Code (available at conduct.uoregon.edu) defines academic misconduct. Students are prohibited from committing or attempting to commit any act that constitutes academic misconduct. By way of example, students should not give or receive (or attempt to give or receive) unauthorized help on assignments or examinations without express permission from the instructor. Students should properly acknowledge and document all sources of information (e.g. quotations, paraphrases, ideas) and use only the sources and resources authorized by the instructor. If there is any question about whether an act constitutes academic misconduct, it is the students’ obligation to clarify the question with the instructor before committing or attempting to commit the act. Additional information about a common form of academic misconduct, plagiarism, is available at: www.libweb.uoregon.edu/guides/plagiarism/students.

University policy on academic integrity will be enforced in this course. Please take care to document and retain a copy of your work when submitting any original written or graphic materials or models for review during the term. We may ask to retain a copy of your work, including exams, to use as a model of best practices.