Course guide
320138 - ED - Aesthetics and Design

Unit in charge: Terrassa School of Industrial, Aerospace and Audiovisual Engineering
Teaching unit: 717 - DEGD - Department of Engineering Graphics and Design.

Degree: BACHELOR’S DEGREE IN INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING (Syllabus 2010). (Compulsory subject).

Academic year: 2022 ECTS Credits: 6.0 Languages: Catalan, Spanish

LECTURER

Coordinating lecturer: JORDI VOLTAS AGUILAR

Others: EMMA ALSINA PALÉS
JAVIER EDUARDO HERNANDEZ AMAYA
JOSEFINA PAMIES PALMADA

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:
1. DES: Knowledge of aesthetics.
2. DES: Knowledge of the historical evolution of products.
3. DES: Knowledge of technical evolution.
4. DES: Knowledge of art history.
5. DES: Ability to detect changes in society.
6. DES: Ability to identify the language of shapes, their values and their relations with the cultural setting.
13. DES: Capability for analyze the impact that products generate.
12. DES: Capacity needs to get to know and understand the User and Market.

Transversal:
7. ENTREPRENEURSHIP AND INNOVATION - Level 2. Taking initiatives that give rise to opportunities and to new products and solutions, doing so with a vision of process implementation and market understanding, and involving others in projects that have to be carried out.
8. EFFICIENT ORAL AND WRITTEN COMMUNICATION - Level 2. Using strategies for preparing and giving oral presentations. Writing texts and documents whose content is coherent, well structured and free of spelling and grammatical errors.
9. TEAMWORK - Level 2. Contributing to the consolidation of a team by planning targets and working efficiently to favor communication, task assignment and cohesion.
10. EFFECTIVE USE OF INFORMATION RESOURCES - Level 2. Designing and executing a good strategy for advanced searches using specialized information resources, once the various parts of an academic document have been identified and bibliographical references provided. Choosing suitable information based on its relevance and quality.
11. SELF-DIRECTED LEARNING - Level 2: Completing set tasks based on the guidelines set by lecturers. Devoting the time needed to complete each task, including personal contributions and expanding on the recommended information sources.
TEACHING METHODOLOGY

- Theoretical sessions. The professor will explain the concepts that define the program.
- Sessions of application. Exhibition by students, individually and group work, lectures, discussions and reflections.
- Individual work.
- Work in group. In which students, in groups of 2 people, prepare presentations of practical sessions.

LEARNING OBJECTIVES OF THE SUBJECT

Equip students with basic humanistic training related to their future careers.
Introduce abstract concepts from this branch of philosophy in the study of the history of industrial design.
Understand how these ideas evolved and their relationship with the social context in which they developed as the basis for an analysis of the objects that were produced.
Teaching methods:
- Face-to-face lecture sessions. The lecturer will introduce the concepts corresponding to the topics defining the syllabus.
- Applied face-to-face sessions. Students will present and debate their work, reading and thoughts individually and in groups with a view to exploring the topics covered by the content description. The lecturer will act as moderator and as tutor for the proposed assignments, for which a minimum number of presentations will be prescribed.
- Independent learning. Students will be expected to use this time to learn concepts, complete the set assignments and prepare class work.
- Group work. Students, in pairs, will prepare presentations of the face-to-face practical sessions.

STUDY LOAD

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Hours small group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
<tr>
<td>Self study</td>
<td>90,0</td>
<td>60.00</td>
</tr>
<tr>
<td>Hours large group</td>
<td>30,0</td>
<td>20.00</td>
</tr>
</tbody>
</table>

Total learning time: 150 h

CONTENTS

**TOPIC 1: First steps**

**Description:**
1.1. What industrial design is (and is not). A changing concept.
1.2. Concepts for reflection:
   1.2.1. Art and nature.
   1.2.2. The aesthetic experience.
   1.2.3. Creativity.
1.3. Design and the Industrial Revolution.
1.4. Different perspectives on the history of design: aesthetic, technological, commercial and social.

**Specific objectives:**
For students to:
Understand the basic concepts of aesthetics, departing from Baumgarten.
Reflect upon aesthetic concepts and the creative process.
Focus on the topic on industrial design.

**Related activities:**
AV1: Explanation of the activity, creation of groups and product selection.

**Full-or-part-time:** 20h
- Theory classes: 4h
- Laboratory classes: 4h
- Self study: 12h
TOPIC 2: The Industrial Revolution

Description:
2.1. Design before the Industrial Revolution.
2.2. The Industrial Revolution.
2.2.1. Capital accumulation.
2.2.2. Inventions.
2.2.3. Mass production.
2.3. The great international exhibitions of the 19th century.
2.4. Turn-of-the-century eclecticism. The need for a new aesthetics.

Specific objectives:
Assimilation of the socioeconomic changes reflecting the Industrial Revolution. Impact on manufactured objects.

Related activities:
AV1: Product analysis of an object from the early stages of the Industrial Revolution.

Full-or-part-time: 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h

TOPIC 3: The search for a new aesthetics

Description:
3.1. William Morris.
3.2. Precursors to functionalism.

Full-or-part-time: 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h

TOPIC 4: Straddling two centuries

Description:
4.1 Art Nouveau, Jugendstil, Modernism.
4.1.1. Great Britain, Belgium, France, Catalonia.
4.2. Austerity and abstraction.
4.2.1. Scotland, Germany, Austria.

Specific objectives:
For students to understand the two main threads of art and culture to the end of the century.

Related activities:
AV1: Analysis of an object representing each thread.

Full-or-part-time: 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h
TOPIC 5: The early decades of the 20th century

Description:
5.1 Germany.
5.1.1. Industrial innovation.
5.1.2. The Deutscher Werkbund.
5.1.3. Behrens and AEG.
5.2. Product rationalisation. Standardisation.

Specific objectives:
To introduce students to rationalism and the machine culture of the turn of the century.

Related activities:
AV1: First assignment (AV1a)

Full-or-part-time: 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h

TOPIC 6: Influence of the artistic vanguard on design

Description:
6.1 Painting as the spearhead of the artistic vanguard.
6.1.2. Futurism.
6.1.3. Dadaism.
6.1.4. Expressionism.
6.2. De Stijl and neoplasticism.
6.3. The Soviet revolution and constructivism

Specific objectives:
For students to understand the influence of the vanguard movements of the early 20th century on art and society.

Related activities:
AV1: Analysis of an object seeking (if possible) its relationship with the pictorial production of the vanguard.

Full-or-part-time: 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h
### TOPIC 7: The new pedagogy

**Description:**
- 7.1. Russia and the sociopolitical function of art, design and architecture.
- 7.2. Bauhaus: more than just design.
  - 7.2.1. Stages.
  - 7.2.2. Courses.
  - 7.2.3. Workshops.
  - 7.2.4. Specialisations.

**Specific objectives:**
For students to understand the institutions that laid the bases for industrial design as we know it today.

**Related activities:**
AV1: Analysis of the products of this period by making critical comparisons with routine Bauhaus and Vjutemas objects and the pictorial production of the vanguard.

**Full-or-part-time:** 10h  
Theory classes: 2h  
Laboratory classes: 2h  
Self study: 6h

### TOPIC 8: Rationalism

**Description:**
- 8.1. From artistic design to industrial design.
- 8.2. Three landmarks: Le Corbusier, Gropius, Mies van der Rohe.

**Specific objectives:**
For students to assimilate the consolidation of design as an industrial discipline.

**Related activities:**
AV1: Conclude the study of the product in the age of rationalism.

**Full-or-part-time:** 20h  
Theory classes: 4h  
Laboratory classes: 4h  
Self study: 12h
TOPIC 9: Art deco versus the Esprit Nouveau

Description:
9.1. The aesthetics of fascism.
9.3. Design in the USA.
9.3.1. Fordism versus aerodynamics.
9.3.2. Promotion of the product.
9.3.3. Consumer society.
9.3.4. Styling.
9.4. International design.

Specific objectives:
For students to identify the differences between European and US design.

Related activities:
AV1: Second assignment (AV1b)

Full-or-part-time: 10h
Theory classes: 2h
Practical classes: 2h
Self study: 6h

TOPIC 10: World War II

Description:
10.1. Design during the war and reconstruction.
10.2. Organic design.
10.3. Germany, Great Britain, Scandinavia, Italy, Japan, France.

Specific objectives:
For students to understand the major changes caused by World War II in the West and the power shift from Europe to the USA, and their consequences for industrial design.

Related activities:
AV1: Evolution of the industrial product in this period.

Full-or-part-time: 20h
Theory classes: 4h
Laboratory classes: 4h
Self study: 12h
**TOPIC 11: Design today**

**Description:**
11.1. Pop art, anti-design and kitsch.
11.2. From postmodernism to eco-design.
11.3. Current trends.

**Specific objectives:**
For students to understand current and future trends.

**Related activities:**
AV1: Take the evolution of product analysed over the course into today.

**Full-or-part-time:** 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h

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**TOPIC 12: Catalan and Spanish design**

**Description:**
12.1. Catalan and Spanish design.
Their evolution, current situation and future.

**Specific objectives:**
For students to understand the evolution of industrial design in Catalonia and Spain and the links with international movements.

**Related activities:**
AV1: Third assignment (AV1c)

**Full-or-part-time:** 10h
Theory classes: 2h
Laboratory classes: 2h
Self study: 6h

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**ACTIVITIES**

**AV1: APPLICATION OF THEORETICAL CONTENTS IN THE CREATION OF OBJECTS**

**Full-or-part-time:** 75h
Laboratory classes: 30h
Self study: 45h

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**AV2 FIRST EVALUATION**

**Full-or-part-time:** 3h
Theory classes: 3h

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**AV3 SECOND EVALUATION**

**Full-or-part-time:** 3h
Theory classes: 3h
GRADING SYSTEM

- 1st exam: 25%
- 2nd exam: 35%
- Laboratory: 40%

For those students who meet the requirements and submit to the reevaluation examination, the grade of the reevaluation exam will replace the grades of all the on-site written evaluation acts (tests, midterm and final exams) and the grades obtained during the course for lab practices, works, projects and presentations will be kept.

If the final grade after reevaluation is lower than 5.0, it will replace the initial one only if it is higher. If the final grade after reevaluation is greater or equal to 5.0, the final grade of the subject will be pass 5.0.

BIBLIOGRAPHY

Basic:

Complementary: