

Glasgow School of Art Course Specification

Course Title: Design History and Theory 2: Worlds and Words of Design

Please note that this course specification is correct on the date of publication but may be subject to amendment prior to the start of the 2023-24 Academic Year.

Course Code:	HECOS Code:	Academic Session:
UDHT2WWD		2023-24

1. Course Title:
Design History and Theory 2: Worlds and Words of Design

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG April 2022	School of Design	School of Innovation and Technology

5. Credits:	6. SCQF Level:	7. Course Leader:
20	8	Bruce Peter

8. Associated Programmes:
Relevant Programmes in the School of Design, School of Innovation and Technology BA (Hons) Communication Design BA (Hons) Fashion Design BA (Hons) Interaction Design BA (Hons) Interior Design BA (Hons) Silversmithing & Jewellery Design BA (Hons) Textile Design BDes (Hons)/MEDes Product Design

9. When Taught:
Year Two – semesters 1 & 2

10. Course Aims:
The course introduces students to key themes and ideas in design history and theory within the context of their discipline: <ul style="list-style-type: none"> • Develop knowledge and understanding of core contextual and critical debates related to design objects, process and practice. • Facilitate the application of knowledge, skills and understanding to discuss key examples within design contexts. • Develop learners' skills in critical analysis and evaluation to synthesise ideas, concepts, information and core issues in relation to design contexts and design objects. • Support and evaluate an appropriate range of skills in structuring, articulating and presenting information and ideas.

- Provide guidance to learners and support their autonomy and initiative in managing resources and producing defined activities

11. Intended Learning Outcomes of Course:

On successful completion of this course students should be able to:

- Demonstrate knowledge and understanding of core theories, concepts and issues related to design, process and practice
- Apply knowledge, skills and understanding in carrying out research and lines of enquiry
- Undertake critical analysis and evaluation of design theories, concepts and issues
- Present thorough, in-depth arguments using textual and visual resources in a structured form to acceptable academic standards.
- Manage research and assignments exercising some initiative and independence.

12. Indicative Content:

This course will enhance students' critical awareness of the culture, context and deployment of design.

Students are introduced to Design History and Theory, focusing on methods of visual analysis and engagement with text based sources. Students are taught in discipline specific groups that focus on themes and issues particular to their practice.

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
a-Assignment)	1800 word text with supporting images where required	100%	School of Design: Semester 2 / week 9 School of Innovation and Technology: Semester 2 / Week 11

13.1 Please describe the Summative Assessment arrangements:

Students will submit their completed assignment on Canvas (GSA Virtual Learning Environment) for final assessment.

Written feedback will be provided following the submission of the assignment.

A summative grade (final grade) for the 20 credit course is awarded

14. Description of Formative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Assignment		n/a	School of Design: Semester 1 / Week 13

	1800 word text with supporting images where required (as detailed in the assessment brief on Canvas, VLE)		School of Innovation and Technology: Semester 1 /Week 15
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14.1 Please describe the Formative Assessment arrangements:

Students are required to submit their assignment directly to Canvas.

Submission of the assignment is a requirement of the course

Written feedback and formative grade will be issued to students individually via Canvas and general feedback provided in a group workshops. Students are expected to evidence a response to formative assessment in their summative submission.

The written feedback proformas will also be sent to relevant Programme Leaders, as will lists of non submissions.

15. Learning and Teaching Methods:

Formal Contact Hours

24

Notional Learning Hours

200

15.1 Description of Teaching and Learning Methods:

The course is normally delivered by weekly lecture supported by seminar style discussion. Depending on topic, these methods may be supported by video and also visual analysis, text analysis and small writing exercises, usually in small-group workshop form.

Timetable: Semester 1 & 2

School of Design: Tuesday - (as detailed in the assessment brief on Canvas, VLE)

School of Innovation and Technology: Tuesday - (as detailed in the assessment brief on Canvas, VLE)

16. Pre-requisites:

Successful completion of SCQF Level 7 or equivalent

17. Can this course be taken by Exchange/Study Abroad students?

Yes

18. Are all the students on the course taught wholly by distance learning?

No

19. Does this course represent a work placement or a year of study abroad?

No

20. Is this course collaborative with any other institutions?

No

20.1 If yes, then please enter the names of the other teaching institutions:

N/A

21. Additional Relevant Information:

N/A

22. Indicative Bibliography:

- Are overall reference for all courses

- Are selected from individual course components. However, they have been listed here because their general nature makes them applicable more widely across DH&T.

More specific readings for individual course components will be listed on the CANVAS in advance of the course commencing

- Adamson, Glenn, Giorgio Riello and Sarah Teasley, eds (2011) *Global Design History*. London: Routledge.
- Forty, Adrian (1986) *Objects of Desire: Design and Society Since 1750*. London, Thames and Hudson.
- Lees-Maffei, Grace and Rebecca Houze, eds (2010) *The Design History Reader*. London: Berg.
- Julier, Guy (2013, 3rd Edn) *The Culture of Design*. London: Sage.
- Appadurai, Arjun (1996) *Modernity at Large: Cultural Dimensions in Globalization*. Minneapolis: University of Minnesota Press.
- Attfield, Judy (2000) *Wild Things. The Material Culture of Everyday Life*. Oxford/New York: Berg.
- Clarke, Alison, J (2017) *Design Anthropology: Object Culture in Transition*. London and New York: Bloomsbury Academic.
- Holliday, Ruth & Potts, Tracey (2012) *Kitsch! Cultural Politics and Taste*. Manchester/New York: Manchester University Press.
- Lees-Maffei, Grace (ed) (2012) *Writing Design: Words and Objects*. London and New York: Berg.
- Jenkins, Henry (2006) *Convergence Culture- Where old and new media collide*. New York and London: New York Univ. Press.
- Harvey, Karen (ed) (2009) *History and Material Culture*. Abingdon: Routledge.
- Kidd, Jenny (2014) *Museums in the New Mediascape: Transmedia, Participation, Ethics*. Farnham: Ashgate.
- Mitchell, W.J.T. ed. (2002, 2nd Edn) *Landscape and Power*. Chicago: University of Chicago Press.
- Shurmer-Smith, Pamela and Kevin Hannan (1994) *Worlds of Desire, Realms of Power*
London: Edward Arnold.
- Smith, Rachel (et al.) (2016) *Design Anthropological Futures*. New York and London: Bloomsbury Academic.