Common Course Outline
DFAB 110
Theory of Industrial Design and Applications
3 Credits

Community College of Baltimore County

Description

DFAB 110 – Design Theory and Industrial Applications introduces the concepts and standards of design development practices in contemporary commercial settings, tracing the roots of design practice to key movements in art, industry, and production. Texts and product samples are analyzed in depth through comparative studies in manufacturing and stylistic movements with an emphasis on 20th Century progressions and industrial applications.

3 Credits, 2 hours lecture and 2 hours lab

Prerequisites: ENGL 101 and DFAB 101 or permission from Program Coordinator

Overall Course Objectives

Upon completion of this course students will be able to:

1. discuss core principles of design such as balance, color, texture, shape, and use of space;
2. utilize appropriate terminology to describe the objects of design;
3. recognize the significance of cultural movements and their effects on design trends;
4. identify key shifts in graphic and industrial design;
5. analyze key works by style, designer/artist, date, and context of the work;
6. compare multiple influences and outcomes including material science achievements and discoveries;
7. examine relationships between fine art, mechanical design, industrial art, craft, and mass production
8. categorize designs by creator, school, institution, manufacturer, visual attributes, geography, and period;
9. analyze significant philosophical movements, global trends, historic figures, events, and places that relate to design evolution, including environmental impact;
10. apply understanding of design principles in case studies; and
11. examine relationships between creators, designers, manufacturers, consumers, and critics.

Major Topics

I. Design Principles
- A. Elements of Visual Design
- B. Psychology of Design and Human Interaction
- C. Form and Utility
- D. Ergonomics

II. Theory
   A. Experiments in Design Applications
   B. Product Design
   C. Design in Industry
   D. Criticism and Critique

Course Requirements

Grading/exams:
Grading procedures will be determined by the individual faculty member but will include the following:

- A midterm and final exam
- Practical applications including a minimum of three individual and/or group projects
- One in-class presentation with visuals

Written Assignments: Students are required to utilize appropriate academic resources.

Other Course Information
This course is a 3-credit Digital Fabrication course.

Date Revised: 4/21/2017