

FACULTY OF DESIGN

INFORMATION FOR ERASMUS+ STUDENTS

Design workrooms

2 workrooms (obligatory) 7 ECTS each (Myśliwiecka street)

Professors:

Paweł Jasiewicz	Monday, Thursday	09:30 – 13:00	mobile 506 398 728 / pawel.-jasiewicz@cybis.asp.waw.pl
Artur Frankowski	Tuesday, Friday	09:30 – 13:00	mobile 693 700 011 / artur.frankowski@cybis.asp.waw.pl
Maciek Konopka	Tuesday, Friday	09:30 – 13:00	mobile 501 017 327 / maciej.konopka@asp.waw.pl
Wojciech Wybieralski	Monday, Thursday	09:30 – 13:00	mobile 694 501 825 / wojciech.wybieralski@asp.waw.pl
Michał Stefanowski	Tuesday, Friday	09:30 – 13:00	mobile 602 609 046 / michal.stefanowski@asp.waw.pl
Grzegorz Niwiński	Monday, Thursday	09:30 – 13:00	mobile 602 606 538 / grzegorz.niwinski@asp.waw.pl
Bartosz Piotrowski	Tuesday, Friday	09:30 – 13:00	mobile 600 670 872 / bartosz.piotrowski@cybis.asp.waw.pl
Paweł Grobelny (język francuski)	Tuesday, Friday	09:30 – 13:00	mobile 604 857 607 / pawel.grobelny@cybis.asp.waw.pl

Painting and Sculpture 5 ECTS (Myśliwiecka street)

Professors:

Painting

Mikołaj Chylak Wednesday 09:00 – 13:00, Friday 14:00 – 18:00
mobile 605 745 723 / mikolaj.chylak@cybis.asp.waw.pl

Sculpture

Wiktor Gutt (franc.), Wednesday 09:00 – 13:00, Friday 14:00 – 18:00
mobile 606 941 951 / wiktorgutt@cybis.asp.waw.pl

Cezary Koczowski (ang.) Wednesday 09:00 – 13:00, Friday 14:00 – 18:00
cezary.koczowski@cybis.asp.waw.pl

Brand Building 6 ECTS (Myśliwiecka street)

Paweł Kowalewski mobile 602 210 162 / pkowalewski@commu.pl

Design Theory 5 ECTS (Myśliwiecka street)

Józef Mrozek mobile 698 085 205 / j.a.mrozek@wp.pl

Agata Szydłowska mobile 609 277 143 / agata.szydłowska@asp.waw.pl

Polish language classes (Krakowskie Przedmieście street) 2 ECTS

Contemporary Art and Theory (in English) (Krakowskie Przedmieście street) 2 ECTS

Mail of the Faculty (Dean's office)

wwp@asp.waw.pl

+48 22 628 16 23

Kalina Gajewska-Kondratiuk



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	dr Paweł Jasiewicz
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ C ource form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Compulsory major (Guided Content Group)
9/ Didactic methods	<ul style="list-style-type: none"> - conversational courses - lectures on material science at the Faculty of Design, Academy of Fine Arts and at WTD SGGW in Warsaw - individual projects - group projects - discussion and didactic dialogue
10/ Language of lecture	polski
11/ Prerequisites	<ul style="list-style-type: none"> - knowledge of basic design concepts; - associating relationships between form, function, and design of objects; - knowledge of basic industrial technology; - knowledge of technical drawing; - three-dimensional modeling skills; - successful completion of the second year;
12/ Final requirements	<p>Completion of a semester project in the form of a prototype and its public presentation. The semester project is designed to teach:</p> <ul style="list-style-type: none"> -design methods, -object design skills, -analytical skills,



	<ul style="list-style-type: none"> -technical, constructional, -drawing - knowledge of wood materials, - production techniques in small crafts workshops, - ability to present a made object, - ability to prepare a multimedia presentation, <p>Semester project is the realization of the subject on the assigned project topic. The emphasis should be placed on an innovative way of solving the design problem. The project is evaluated by the teacher.</p>
<p>13/ The form of passing the course (assessment methods and criteria)</p>	<ul style="list-style-type: none"> - evaluation of the artistic and technical level of the design solution; - evaluation of the degree of innovation of the design solution; - making a prototype in the target materials - public lecture combined with multimedia presentation; - evaluation of the quality of the public presentation of the project, - graphic presentation of the project in the form of boards (mood board, visualizations, photos, design process, sketches). The board on offset paper, without foam backing. Basic format is A4. A3, A2, A1 and A0 formats are created by multiplying the A4 format. Each sheet should have a border for the board area. The signature plate should be located in the lower right corner. A3, A2, A1 and A0 formats are folded to A4. - preparation of technical drawings of the designed techno - concept on the boards, - evaluation of the degree of involvement in the project and the ability to effectively translate the instructions and guidelines obtained in the course of training, as a result of discussions and didactic dialogue (master-student relationship); <p>Grading scale - in accordance with the Study Regulations of the Academy of Fine Arts in Warsaw</p>
<p>14/ Teaching goals (program content, subject description)</p>	<p>The aim of the course is to deepen knowledge and skills in the field of furniture design, wide application of wood and wood-based materials. The exercises introduced develop information gathering, analysis, creation, construction, modeling, verbal, multimedia and drawing presentation skills. The student is taught how to use existing design methods and how to create new ones adjusted to the problem being worked on.</p> <p>During the realization of given tasks the student learns to recognize and define the needs of future users, then tries to find an appropriate functional solution, construction and production technology. Depending on the exercise, the work begins with the observation of users' behaviour and problem recognition, or with learning about</p>



	<p>technology in the case of developing a new material. Then the analysis of collected information is carried out, to start creating design directions with functional and constructional solutions in the next stage. As a result of selection, a concept is chosen for final development. The implemented project is created by building rapid models and prototypes, which lead to the final solution.</p> <p>It is essential that the student independently constructs the object from the beginning, learning from their mistakes in construction, ergonomics, material science and production technology. The studio's maxim is: Thinking by doing!</p> <p>An important element is cooperation with craftsmen as part of the Design with Crafts programme run in cooperation with the Museum of Warsaw's Praga district. Each semester there is a project which is carried out with craftsmen in the fields of: blacksmithing, bomb-making, wood floor making, umbrella repairs, lampshade making, stucco work, etc. The project begins with a study visit to a selected workshop in order to learn about the manufacturing techniques, then the project is created at the design faculty under the supervision of the tutor and in close consultation with the producing craftsman.</p> <p>Additionally, twice a semester, guest lectures on wood-based materials are held at the Faculty of Wood Technology of the Warsaw University of Life Sciences.</p>
<p>15/ Compulsory literature used during classes</p>	<p>Rob Thompson, „ Prototyping and Low – Volume Production (The Manufacturing Guides)</p> <p>Rob Thompson, “Manufacturing Processes for Design Professionals”</p> <p>Chris Lefteri’ “Materials for Design”</p> <p>Bruno Munari, “Design as Art”</p> <p>Bill Moggridge’ “Designing Interactions”</p> <p>Viktor Papanek, „Design dla relnego świata”</p> <p>J. Ginalski, M. Liskiewicz, J. Seweryn, „Rozwój nowego produktu”, ASP w Krakowie, 1994</p> <p>Galen Cranz, „ The chair: Rethinking Culture, Body, and Design</p> <p>Mark Hinchman, “ History of Furniture: A Global View</p> <p>R. Bruce Hoadley, “Understanding Wood: A Craftsman’s Guide to Wood</p>
<p>16/ Additional literature recommended for the student's self learning</p>	<p>Don Norman, “The Design of Everyday Things</p> <p>Wally Olins „O marce”, Instytut Marki Polskiej, 2004</p> <p>Richard Morris „Projektowanie produktu”, Wydawnictwo Naukowe PWN, 2009</p> <p>Kathryn Best „Design Management”, Wydawnictwo Naukowe PWN, 2009</p> <p>Tom Kelley, Jonathan Littman „Sztuka Innowacji”, MT Biznes, 2009</p> <p>Cuffaro, Blackman, Covert, Paige, Nehez-Cuffaro, Laituri, Sears</p>



	<p>„Industrial Design, Reference + Specification Book”, Rockport Publishers, 2013 Jiri Pelcl and team „Design, From Idea to Realization”, AAAD in Prague, 2012</p>
<p>17/ Learning outcomes</p>	
<p>KNOWLEDGE</p>	<p>Upon completion of the Bachelor's degree program, the graduate should:</p> <ul style="list-style-type: none"> - Have knowledge of the methodology of product design and visual communication needed to carry out their own projects taking into account the specificities and differences in the design of objects, spaces and visual messages (K1_W01); - Have knowledge of basic visual literacy in the field of fine arts and design (K1_W02); - Understand the influence of technology, use, and market conditions on the form of a designed object, space, or message. (K1_W04); - Have knowledge of the technology, construction, and materials used to make products (K1_W05); - Have basic knowledge of market functioning (K1_W09); - Have knowledge of ecology and ecological design strategies (K1_W11); - Know the relationship between theoretical issues of the design profession and its practice (K1_W17); - Have knowledge of the components of the design process (K1_W01) (K1_W02) (K1_W04) (K1_W05) (K1_W09);
<p>SKILLS</p>	<p>Upon completion of the Bachelor's degree program, the graduate should:</p> <ul style="list-style-type: none"> - Be able to create and realize their own design and artistic concepts, achieving intended aesthetic, utilitarian, technical and commercial goals based on independently built design assumptions (K1_U01); - Freely integrate issues of form, construction and use in a designed object produced in a repetitive manner (K1_U01); - Be able to use appropriate elements of design and artistic workshop in product design and visual communication (K1_U02); - Be able to make independent decisions while realizing own projects in the field of product design and visual communication (K1_U03); - Be able to interact and work with others in a teamwork (K1_U04); - Be able to use freely in designing basic materials and technologies necessary for manufacturing products and furnishing spaces (K1_U05) - Be able to design solutions in compliance with ergonomic principles and design the usable process of an object and reflect programmed functions in its form (K1_U07) - Be able to design solutions in accordance with the principles of ecological design strategies (K1_U08); - Be able to make overall and imitation models in technologies using modeling foam, plaster, wood, metal, plastics, 3D printouts (K1_U09) - Be able to use in practice presentation techniques including multimedia techniques with the use of appropriate computer software (K1_U10) - Be able to apply in practice knowledge of the financial, marketing, legal and ethical aspects of running a professional design practice (K1_U11) - Be able to sculpt three-dimensional objects using consciously elements of artistic language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K1_U10) - Be able to analyze the influence of the material and technology used on



	<p>the shape of the object (K1_U13);</p> <ul style="list-style-type: none"> - Master the techniques of professional improvement, enabling development through independent work (K1_U14); - Have the ability to creatively and innovatively implement projects and design undertakings (K1_U15); - Be able to prepare professional presentations and be able to present own projects in public (K1_U18);
<p>SOCIAL COMPETEN CES</p>	<p>Upon completion of the Bachelor's degree program, the graduate should:</p> <ul style="list-style-type: none"> - Have the ability to prepare professional presentations and be able to publicly present their own projects (K1_K01); - Be able and intrinsically motivated to undertake project work independently and to organize own work (K1_K02, K1_K03, K1_K04); - Be able to communicate socially as part of teamwork, and to take a critical approach to a given situation and his/her own and others' actions (K1_K06, K1_K07, K1_K08); - Be sensitive to the aspects related to environmental protection, to the needs of the disabled and socially excluded people and act in accordance with the rules of ethics of the design profession (K1_K02).
<p>18/ Description of the requirements for the studio, workshop or teaching aids</p>	<p>Requirements for teaching aids</p> <ul style="list-style-type: none"> - model room equipped with basic equipment for metal, wood and plastic processing; - specialist library; - computer lab with access to the Internet; - a classroom equipped with a multimedia projector;
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	dr hab. Artur Frankowski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Compulsory major (Guided Content Group)
9/ Didactic methods	<ul style="list-style-type: none"> - individual projects - group projects - discussion and didactic dialogue (hybrid mode, including on-line) - monographic lectures (on-line mode)
10/ Language of lecture	polski
11/ Prerequisites	<ul style="list-style-type: none"> - knowledge of basic visual communication concepts; - knowledge of basic graphic programs; - associating relations between form, function and building visual message; - successful completion of the second year;
12/ Final requirements	<p>For the semester project: execution of the project in accordance with the adopted assumptions. Presentation before the Faculty Committee should include: boards presenting the solution, scale models or prototypes (depending on the topic), design documentation in the form of sketches, visualization and models, and a multimedia presentation showing the assumptions, design process and the final solution.</p> <p>In the case of a thesis project: execution of an undergraduate project and its public defense. The undergraduate project is to test the skills in visual information design. The undergraduate diploma may be the realization of a design for a publication, a piece of space or a message, emphasizing an innovative way of shaping visual information. The project is evaluated by an examination committee whose members sovereignly assign grades for the project. The final grade for the project is the average of the grades awarded by the</p>



	<p>committee members.</p> <p>The Bachelor's project is carried out in a selected design studio.</p>
<p>13/ The form of passing the course (assessment methods and criteria)</p>	<p>Evaluation criteria</p> <ul style="list-style-type: none"> - evaluation of the artistic and technical level of the design solution; - evaluation of the degree of innovation of the design solution; - evaluation of the quality of the project presentation, which consists of a graphical representation of the concept on the boards, the implementation of the model and the lecture combined with a multimedia presentation; - evaluation of the degree of involvement in the project and the ability to effectively translate the guidance and guidelines obtained during training, discussions and didactic dialogue (master-student relationship); <p>Grading scale - in accordance with the Regulations of the Academy of Fine Arts in Warsaw</p>
<p>14/ Teaching goals (program content, subject description)</p>	<p>Purpose of the course</p> <p>To deepen students' experience in using typography in the design process. During the course, isolated skills known from previous years are consolidated through training and combined into an integral process called design design. These skills such as shaping form, structural and technological design, designing function, understanding market, social and economic conditions will be enriched by visual communication issues, including typography and graphic design.</p> <p>Curriculum contents</p> <p>In semester V, VI, and VII (if the studio does not have an undergraduate degree in semester VII), two design topics are pursued:</p> <ol style="list-style-type: none"> 1. Extended research topic - defined in an open way, allowing free interpretation of the problem. The realization of this theme is dependent on the student's interests, related to his/her own concept of shaping the design experience. There is considerable freedom in the choice of the area of design, with the indication of the design of: corporate identity, periodical publication, book publication, set of posters, typeface, website, etc. The method of presentation of the project is determined individually, depending on its specificity. 2. Simpler project task - defining concretely both the conditions and subject of the project. The task aims to explore the use of various



	<p>graphic means and design strategies. The assignment specifies equal requirements for all to present the project with a large amount of design work in specific graphic programs.</p> <p>In semester VII (if there is an undergraduate diploma in the studio in semester VII) only the undergraduate diploma project is carried out.</p>
15/ Compulsory literature used during classes	<p>Jost Hochuli „Detal w typografii”, 2009 Gavin Ambrose, Paul Harris „Layout - zasady /kompozycja/zastosowanie”, 2008 Kimberly Elam „Siatki, czyli zasady kompozycji typograficznej”, 2019</p>
16/ Additional literature recommended for the student's self learning	<p>Adrian Frutiger, „Człowiek i jego znaki”, 2010 Hans Rudolf Bosshard „Reguła i intuicja. O rozwadze i spontaniczności projektowania”, 2017 Hoeks Henk, Lentjes Ewan „Triumf typografii. Kultura, komunikacja, nowe media”, 2017 Robert Bringhurst „Elementarz stylu w typografii”, 2018 Gavin Ambrose, Paul Harris „Twórcze projektowanie”, 2008</p>
17/ Learning outcomes	
KNOWLEDGE	<p>Upon completion of the Bachelor's degree program, the graduate should:</p> <ul style="list-style-type: none"> - Have knowledge of the methodology of product design and visual communication needed to carry out their own projects taking into account the specificities and differences in the design of objects, spaces and visual messages (K1_W01); - Have knowledge of basic visual literacy in the field of fine arts and design (K1_W02); - Understand the influence of technology, use, and market conditions on the form of a designed object, space, or message. (K1_W04); - Have knowledge of the technology, construction, and materials used to make products (K1_W05); - Have basic knowledge of market functioning (K1_W09); - Have knowledge of ecology and ecological design strategies (K1_W11); - Know the relationship between theoretical issues of the design profession and its practice (K1_W17); - Have knowledge of the components of the design process (K1_W01) (K1_W02) (K1_W04) (K1_W05) (K1_W09);
SKILLS	<p>Upon completion of the Bachelor's degree program, the graduate should:</p> <ul style="list-style-type: none"> - Be able to create and realize their own design and artistic concepts, achieving intended aesthetic, utilitarian, technical and commercial goals based on independently built design assumptions (K1_U01); - Freely integrate issues of form, construction and use in a designed object produced in a repetitive manner (K1_U01); - Be able to use appropriate elements of design and artistic workshop in product design and visual communication (K1_U02); - Be able to make independent decisions while realizing own projects in the field of product design and visual communication (K1_U03); - Be able to interact and work with others in a teamwork (K1_U04); - Be able to use freely in designing basic materials and technologies necessary for



	<p>manufacturing products and furnishing spaces (K1_U05)</p> <ul style="list-style-type: none"> - Be able to design solutions in compliance with ergonomic principles and design the usable process of an object and reflect programmed functions in its form (K1_U07) - Be able to design solutions in accordance with the principles of ecological design strategies (K1_U08); - Be able to make overall and imitation models in technologies using modeling foam, plaster, wood, metal, plastics, 3D printouts (K1_U09) - Be able to use in practice presentation techniques including multimedia techniques with the use of appropriate computer software (K1_U10) - Be able to apply in practice knowledge of the financial, marketing, legal and ethical aspects of running a professional design practice (K1_U11) - Be able to sculpt three-dimensional objects using consciously elements of artistic language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K1_U10) - Be able to analyze the influence of the material and technology used on the shape of the object (K1_U13); - Master the techniques of professional improvement, enabling development through independent work (K1_U14); - Have the ability to creatively and innovatively implement projects and design undertakings (K1_U15); - Be able to prepare professional presentations and be able to present own projects in public (K1_U18);
<p>SOCIAL COMPETEN CES</p>	<p>Upon completion of the Bachelor's degree program, the graduate should:</p> <ul style="list-style-type: none"> - Have the ability to prepare professional presentations and be able to publicly present their own projects (K1_K01); - Be able and intrinsically motivated to undertake project work independently and to organize own work (K1_K02, K1_K03, K1_K04); - Be able to communicate socially as part of teamwork, and to take a critical approach to a given situation and his/her own and others' actions (K1_K06, K1_K07, K1_K08); - Be sensitive to the aspects related to environmental protection, to the needs of the disabled and socially excluded people and act in accordance with the rules of ethics of the design profession (K1_K02).
<p>18/ Description of the requirements for the studio, workshop or teaching aids</p>	<p>The share of each type of learning outcome in the total learning process</p> <p>Marking on a scale from 1 to 3 crosses</p> <p>Teaching of skills +++</p> <p>Transfer of knowledge +</p> <p>Attitude shaping ++</p> <p>Method of checking the achievement of intended effects together with their percentage share in the final mark</p> <p>- periodic reviews - 10%</p>



- project development presented during the revisions - 40%

- final presentation of the project - 50%

Total student's contribution to reach objectives in hours

Total number of hours divided into :

- contact hours (corrections, conversation classes) - 120 hours.

- time for reading - 10 hours.

- time to prepare for classes - 60 hours.

- time to prepare for the final show - 20 hours.

Total semester V and VI - 210 hours each - 7 ECTS credits

The total number of hours divided into :

- contact hours (corrections, conversation classes) - 120 hours.

- time for reading - 10 hours.

- time to prepare for classes - 75 hours.

- time to prepare for the final show - 35 hours.

Total semester VII (if in the semester VII there is no BA degree program) - 240 hours - 8 ECTS credits

Total hours broken down into :

- contact hours (corrections, conversation classes) - 120 hours.

- time for reading - 30 hours.

- time for research and preparation for classes - 200 hrs.

- time to prepare for the final show - 100 hours.

Total semester VII (in case if in semester VII there is BA degree)
450 hours - 15 ECTS credits

Pre-requisites



	<p>Review of available sources (websites, publications, film materials, exhibitions) to acquire knowledge and learn about existing design solutions related to design topics.</p> <p>Requirements for teaching aids</p> <ul style="list-style-type: none">- specialized library- computer laboratory with Internet access- classroom equipped with a multimedia projector;
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	dr hab. Maciej Konopka
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ C ourse form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Mandatory training directional GTK (Group Directional Content)
9/ Didactic methods	Lectures, observing and common analysis of the initial situation, an individual in-depth correction, individual and collective projects, discussion and didactic dialogue
10/ Language of lecture	polski
11/ Prerequisites	knowledge of basic concepts of design; associating the relationship between form and function knowledge of basic typography and visual communication, knowledge of graphic programs; three-dimensional modeling skills; successful completion of the second year;
12/ Final requirements	Implementation of two projects and their public defense. The project is to test skills in shaping items conditioned by market, usage, technology and environment requirements. It can be a project of an object, a fragment of space or a message, emphasizing an innovative way of shaping and constructing designed objects. The project is evaluated by an examination board, whose members sovereignly award the project grade.
13/ The form of passing the course (assessment methods and criteria)	exam
14/ Teaching goals (program content, subject description)	The aim of the course is to introduce issues in the field of modern branding and product design, with particular emphasis on the role of packaging in the process, an attempt to place them in the context of the process of changes the market, in particular, the circular economy, sustainable development and the world of visual communication in general.
15/ Compulsory literature used during classes	Bill Stewart 2009 „Projektowanie opakowań”
16/ Additional literature recommended for the student's self learning	Alina Wheeler 2010 „Kreowanie marki” Matthew Healey 2008, „ Czym jest branding?” Bo Bergstrom 2008 „Komunikacja wizualna”



17/ Learning outcomes	
KNOWLEDGE	Upon completion of the course, the graduate should know and understand:- basic principles of design methodology needed to implement your own projects; (K_W01);- basic concepts related to the art workshop in the field of art and design (K_W02);- the impact of technology, use and market conditions on the form of the designed object (K_W04);- basic principles of ergonomics and psychological effects of products (K_W05);- basic principles of ecology and ecological design strategies (K_W06);- basic principles of preparing presentations of own projects (K_W08);- basic issues related to the financial, marketing, legal and ethical aspects of professional design practice (K_W10);
SKILLS	Upon completion of the course, the graduate student is able to: <ul style="list-style-type: none"> - create and realize his/her own design and artistic concepts, achieving intended aesthetic, utilitarian, technical and commercial goals (K_U01); - use adequate elements of design and artistic workshop in designing (K_U02) - collaborate and work with others in a team (K_U03); - work with others in a team (K_U04) - use freely in designing basic materials and technologies necessary for manufacturing designed objects (K_U04) - design solutions compliant with ergonomic principles and basic psychology principles (K_U05) - apply principles of ecological design strategies (K_U06); - create flat compositions and sculpt three-dimensional objects using consciously elements of the visual language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K_U07); design solutions compliant with the principles of ergonomics and basic psychology (K_U05); apply the principles of ecological design strategies (K_U06) (K_U07); - prepare a professional presentation and present own projects in public (K_U09)
SOCIAL COMPETENCES	Upon completion of the course, the graduate is ready to: <ul style="list-style-type: none"> - continuous self-education in the area of the design profession (K_K01); - independently analyze and interpret information, develop ideas, prepare documentation and presentations (K_K02) - appropriately organize their own work (K_K03); - adapt to new circumstances and control their own behavior to the extent allowing public presentations (K_K04); - socially communicate within the framework of teamwork, in particular: cooperation, negotiation, collaboration, presenting their own views and accepting the views of others (K_K05); - consciously apply and enforce legal regulations concerning protection of intellectual property within the framework of their own design and artistic activity (K_K06) - respect the principles of sustainable development of the world (K_K07);
18/ Description of the requirements for the studio, workshop or teaching aids	The studio should be equipped with a projector, workshop space for making mock'ups, and the option of presenting collections at the Design Department to students (contemporary and historical examples of design and communication through packaging from previous years), which requires a separate room or showcases for secure storage of the artifacts above.
The weekly number of hours of classes or lectures, the number of ECTS points assigned to	



the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademos system)



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	prof. Wojciech Wybieralski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	major
9/ Didactic methods	individual or team project, didactic dialogue, presentation
10/ Language of lecture	polski
11/ Prerequisites	Completion of the second year, portfolio review with emphasis on product design, ability to use design software.
12/ Final requirements	Implementation of the design project in the form of drawing documentation, visualization, model, description and oral presentation.
13/ The form of passing the course (assessment methods and criteria)	project evaluation according to the scale provided in the Study Regulations of the Academy of Fine Arts in Warsaw
14/ Teaching goals (program content, subject description)	Introduction to product design issues : use- ergonomics, design-technology, interdisciplinarity, cultural context, form construction.
15/ Compulsory literature used during classes	<ol style="list-style-type: none"> 1. <i>Rozwój nowego produktu</i>. J.Ginalski, M.Liskiewicz, A.Seweryn, wyd. ASP w Krakowie, wyd.WFP Kraków 1994 (Zakł. Dok. WW ASP w Warszawie). 2. <i>O wzornictwie przemysłowym, definicje, procedury, korzyści</i>. wyd.ASP WW Warszawa, SPFP (Zakł. Dok. WW ASP w Warszawie) 3. <i>Atlas miar człowieka, dane do projektowania i oceny ergonomicznej</i>. wyd.CIOP. Warszawa 2000, (Zakł. Dok. WW ASP w Warszawie). 4. <i>Marketing</i>, Philip Kotler, wyd. Gebethner i ska. Warszawa 1994, (Zakł. Dok. WW ASP w Warszawie). 5. <i>Design, 1940-1990, wzornictwo i projektowanie</i>. Raymond Guidot, wyd. Arkady Warszawa. (Zakł. Dok. ASP w Warszawie)
16/ Additional literature recommended for the student's self learning	<ol style="list-style-type: none"> 1- <i>Sztuka innowacji</i>. Tom Kelly, Wyd. MT. Biznes. Warszawa 2003. 2- <i>Estetyka w marketingu</i>, Wyd. Profesjonalnej Szkoły Biznesu, Kraków 1990. 3- <i>Socjologia, analiza społeczeństwa</i>, Piotr Sztompka, Wyd. Znak 2007.



	<p>4- <i>Projektowanie form wyrobów przemysłowych</i>, Eskild Tjalve, Wyd. Arkady. Warszawa 1984.</p> <p>5. <i>Podręcznik projektowania architektoniczno -budowlanego</i>, Ernst Neufert. Wyd.Arkady. Warszawa 2004 oraz 2016. (Zakł. Dok.WW ASP w Warszawie).</p>
17/ Learning outcomes	
KNOWLEDGE	<p>K_WO1- knowledge of the basic principles of design knowledge, including design methodology;</p> <p>K_WO2 - knowledge of basic concepts of fine arts, art and design;</p> <p>K_WO3 - knowledge about history of fine arts, architecture, design design and visual communication;</p> <p>K_WO4 - knowledge of construction-technological, economical-market issues influencing the form of designed product;</p> <p>K_WO5 - knowledge of basic ergonomic and psychological problems in the field of design;</p> <p>K_WO6 - knowledge about ecology issues in relation to design, production and trade in the global context;</p> <p>K_WO7 - knowledge of the issues of mock-up, modeling, pre-prototyping and other forms of three-dimensional transfer of designs (3D prototyping)</p> <p>K_WO8 - knowledge about principles (methods) and techniques of project presentation;</p> <p>K_WO9 - knowledge about materials and presentation techniques in design;</p> <p>K_WO10 - knowledge about different forms of practicing design profession, including economic, marketing, legal and ethical issues</p> <p>K_WO11 - knowledge of issues from the humanities in relation to design in general and product design.</p>
SKILLS	<p>K_UO1 - the graduate is prepared to practice the profession of a product designer both in the conceptual and implementation categories;</p> <p>K_UO3 - the graduate is able to work in both specialized and interdisciplinary teams;</p> <p>K_UO4/K_UO5/K_UO6 - the graduate can design in accordance with the current knowledge of human psychology, ergonomics, society, construction, technology, economy (economy) and ecology;</p> <p>K_UO8/K_UO9 - the graduate is able to use professional language in speech and writing, also in situations of public presentation of his/her concepts;</p> <p>K_UO10 - the graduate speaks a foreign language (foreign) with emphasis on professional issues at the B2 level;</p>
SOCIAL COMPETENCES	<p>K_KO1 - continuous self-education in general and specialized categories</p> <p>K_KO2 - individual perception, analysis and interpretation of information, also preparing documentation and presentation of projects</p> <p>K_KO3 - organize own work and the work of the project team;</p> <p>K_KO4 - adapting to changing circumstances-contexts of the project process;</p> <p>K_KO5 - presentation of the project, communication within the team, cooperation with other specialists, negotiations and openness to other views</p> <p>K_KO6 - initial assessment of the legal situation of his/her project, communication with specialists in various fields of law: copyright, industrial design, unfair competition law, and others</p> <p>K_KO7 - understanding and applying knowledge in the field of ecology, including</p>



	the concept of sustainable development both in local and global categories
18/ Description of the requirements for the studio, workshop or teaching aids	<ul style="list-style-type: none">- a specialist library, and a department for documentation of departmental activities, including mainly students' works;- classrooms - studios for a group of about 30 students properly equipped;- a model-room equipped with basic devices for metal, wood, plastic processing together with proper instruction;- a computer lab with access to the Internet;- 3D printing lab- lecture hall equipped with a multimedia projector and other equipment to facilitate the presentations-lectures.- individual student instrumentation- storage places for projects
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)	



SYLLABUS

1/ Course title	Design (master degree diploma)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP2-01; WZP2-02
5/ Faculty	Faculty of Design
6/ C course form / hours	ex. / 210
7/ Studies	Design, full-time studies, second-cycle studies; level 7 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	-error-
9/ Didactic methods	-error-
10/ Language of lecture	
11/ Prerequisites	-error-
12/ Final requirements	-error-
13/ The form of passing the course (assessment methods and criteria)	-error-
14/ Teaching goals (program content, subject description)	-error-
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
18/ Description of the requirements for the studio, workshop or teaching aids	-error-
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP2-01; WZP2-02
5/ Faculty	Faculty of Design
6/ C course form / hours	ex. / 210
7/ Studies	Design, full-time studies, second-cycle studies; level 7 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	-error-
9/ Didactic methods	-error-
10/ Language of lecture	
11/ Prerequisites	-error-
12/ Final requirements	-error-
13/ The form of passing the course (assessment methods and criteria)	-error-
14/ Teaching goals (program content, subject description)	-error-
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
18/ Description of the requirements for the studio, workshop or teaching aids	-error-
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ C course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	-error-
9/ Didactic methods	-error-
10/ Language of lecture	
11/ Prerequisites	-error-
12/ Final requirements	-error-
13/ The form of passing the course (assessment methods and criteria)	-error-
14/ Teaching goals (program content, subject description)	-error-
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
18/ Description of the requirements for the studio, workshop or teaching aids	-error-
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (bachelor degree diploma)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Obowiązkowy, kształcenie kierunkowe GTK (Grupa Treści Kierunkowych)
9/ Didactic methods	konwersatoria, projekty indywidualne dyskusja i dialog dydaktyczny kontakty zdalne z zastosowaniem narzędzi elektronicznych
10/ Language of lecture	polski
11/ Prerequisites	-error-
12/ Final requirements	-error-
13/ The form of passing the course (assessment methods and criteria)	-error-
14/ Teaching goals (program content, subject description)	-error-
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
KNOWLEDGE	Po ukończeniu kursu dyplomant zna i rozumie: - podstawowe zasady dotyczące metodologii projektowania potrzebne do realizacji własnych projektów; (K_W01); - podstawowe pojęcia związane z warsztatem plastycznym na polu sztuki i projektowania (K_W02); - wpływ technologii, użytkowania oraz uwarunkowań rynkowych na formę projektowanego obiektu (K_W04); - podstawowe zasady ergonomii oraz psychologicznych oddziaływań produktów (K_W05); - podstawowe zasady ekologii i ekologicznych strategii projektowania (K_W06);



	<ul style="list-style-type: none"> - podstawowe zasady przygotowywania prezentacji własnych projektów (K_W08); - podstawowe zagadnienia dotyczące finansowych, marketingowych, prawnych i etycznych aspektów prowadzenia praktyki zawodowej projektanta (K_W10);
SKILLS	<p>Po ukończeniu kursu dyplomant potrafi:</p> <ul style="list-style-type: none"> - tworzyć i realizować własne koncepcje projektowe i artystyczne, osiągając zamierzone cele estetyczne, użytkowe, techniczne i komercyjne(K_U01); - posługiwać się właściwymi elementami warsztatu projektowego i artystycznego w zakresie projektowania (K_U02); - współdziałać i pracować z innymi osobami w ramach pracy zespołowej (K_U03); - swobodnie posługiwać się w projektowaniu podstawowymi materiałami oraz technologiami niezbędnymi do wytwarzania projektowanych obiektów (K_U04); - projektować rozwiązania zgodne z zasadami ergonomii i podstawowymi zasadami psychologii (K_U05); - stosować zasady ekologicznych strategii projektowania (K_U06); - tworzyć kompozycje płaskie oraz rzeźbiarsko kształtować obiekty trójwymiarowe wykorzystując świadomie elementy języka plastycznego jak: kompozycja, kontrast, rytm, kolor, faktura, światłocien itp. (K_U07); - przygotować profesjonalną prezentację i publicznie prezentować własne projekty (K_U09);
SOCIAL COMPETENCES	<p>Po ukończeniu kursu dyplomant jest gotów do:</p> <ul style="list-style-type: none"> - ustawicznego samokształcenia się w obszarze wykonywanego zawodu projektanta (K_K01); - samodzielnego analizowania i interpretowania informacji, rozwijania idei, przygotowywania dokumentacji i prezentacji (K_K02); - właściwego organizowania własnej pracy (K_K03); - adaptowania się do nowych okoliczności oraz kontrolowania własnego zachowania w stopniu umożliwiającym publiczne prezentacje(K_K04); - komunikowania się społecznego w ramach pracy zespołowej w szczególności: współpracy, negocjowania, współdziałania, prezentacji swoich poglądów oraz przyjmowania poglądów innych (K_K05); - do świadomego stosowania i egzekwowania przepisów prawnych w zakresie ochrony własności intelektualnej w ramach własnej działalności projektowej i artystycznej (K_K06); - respektowania zasad zrównoważonego rozwoju świata (K_K07);
18/ Description of the requirements for the studio, workshop or teaching aids	-error-
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (master degree diploma)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP2-01; WZP2-02
5/ Faculty	Faculty of Design
6/ C ourse form / hours	ex. / 210
7/ Studies	Design, full-time studies, second-cycle studies; level 7 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	-error-
9/ Didactic methods	-error-
10/ Language of lecture	
11/ Prerequisites	-error-
12/ Final requirements	-error-
13/ The form of passing the course (assessment methods and criteria)	-error-
14/ Teaching goals (program content, subject description)	-error-
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
18/ Description of the requirements for the studio, workshop or teaching aids	-error-
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Compulsory major (Guided Content Group)
9/ Didactic methods	<p>conversations, cloisters, monographic lectures (guests) individual projects group projects discussion and didactic dialogue</p> <p>remote contacts using electronic tools</p>
10/ Language of lecture	polski
11/ Prerequisites	<p>knowledge of basic design concepts; associating relationships between form, function, and design of objects; knowledge of basic industrial technology; knowledge of technical drawing; three-dimensional modeling skills; successful completion of the second year;</p>
12/ Final requirements	<p>For the semester project: execution of the project in accordance with the adopted assumptions. Presentation before the Faculty Committee should include: boards presenting the solution, scale models or prototypes (depending on the topic), design documentation in the form of sketches, visualization and models, and a multimedia presentation showing the assumptions, design process and the final solution.</p> <p>In the case of a thesis project: execution of an undergraduate project and its public defense. The undergraduate project is to test the ability to design objects conditioned by market, usage, technology and environmental requirements. The bachelor's diploma may be the realization of a project of an object, a piece of space or a message, emphasizing an innovative way of shaping and constructing the designed objects. The project is evaluated by an examination committee whose members sovereignly assign grades for the project. The final grade for the project is the average of the grades awarded</p>



	<p>by the committee members. The Bachelor's project is carried out in a selected design studio.</p>
<p>13/ The form of passing the course (assessment methods and criteria)</p>	<p>evaluation of the artistic and technical level of the design solution; evaluation of the degree of innovation of the design solution; evaluation of the quality of the presentation of the project, which consists of a graphical representation of the concept on the boards, the implementation of the model and a lecture combined with a multimedia presentation; evaluation of the degree of involvement in the project and the ability to effectively translate the guidance and guidelines obtained in the course of training, discussions and didactic dialogue (master-student relationship);</p>
<p>14/ Teaching goals (program content, subject description)</p>	<p>Two design topics are pursued in semesters V, VI, and VII (if the studio is not pursuing an undergraduate degree in semester VII): Extended research topic - defined in an open way, allowing free interpretation of the problem. The realization of this theme is dependent on the student's interests, related to his/her own concept of shaping the design experience. There is considerable freedom in choosing the area of design, with an emphasis on designing: everyday objects, furniture, elements of public space equipment, toys, educational objects, equipment for the disabled, vehicles, etc. The method of presentation of the project is determined individually, depending on its specificity. Simpler design task - opening students to unusual situations and situations and experiences. The task is aimed at stimulating an innovative approach, searching for interesting, unconventional solutions concerning utility aspects, material or technology. In semester VII (if the undergraduate diploma is being done in the studio in semester VII)) only the undergraduate diploma project is carried out.</p>
<p>15/ Compulsory literature used during classes</p>	<p>-error-</p>
<p>16/ Additional literature recommended for the student's self learning</p>	<p>J. Ginalski, M. Liskiewicz, J. Seweryn, „Rozwój nowego produktu”, ASP w Krakowie, 1994 Wally Olins „O marce”, Instytut Marki Polskiej, 2004 Richard Morris „Projektowanie produktu”, Wydawnictwo Naukowe PWN, 2009 Bill Stewart „Projektowanie opakowań”, PWN, 2009 Charlotte and Peter Fiell „Design Handbook”, Taschen Deutschland GmbH, 2006 Kathryn Best „Design Management”, Wydawnictwo Naukowe PWN, 2009 Tom Kelley, Jonathan Littman „Sztuka Innowacji”, MT Biznes, 2009 Malcolm Gladwell „Poza schematem”, Znak, 2009 Cuffaro, Blackman, Covert, Paige, Nehez-Cuffaro, Laituri, Sears „Industrial Design, Reference + Specification Book”, Rockport Publishers, 2013</p>



	Jiri Pelcl and team „Design, From Idea to Realization”, AAAD in Prague, 2012
17/ Learning outcomes	
KNOWLEDGE	<p>Upon completion of the course, the student knows and understands:</p> <ul style="list-style-type: none"> - basic principles concerning design methodology needed to realize own projects; (K_W01); - basic concepts related to plastic arts workshop in the field of art and design; (K_W02); - influence of technology, usage and market conditions on the form of a designed object (K_W04); - basic principles of ergonomics and psychological effects of products (K_W05); - basic principles of ecology and ecological design strategies (K_W06); - basic principles of preparing presentations of own projects (K_W08); - basic issues concerning financial, marketing, legal and ethical aspects of running professional practice of a designer (K_W10);
SKILLS	<p>Upon completion of the course, the student will be able to:</p> <ul style="list-style-type: none"> - create and realize their own design and artistic concepts, achieving intended aesthetic, utilitarian, technical and commercial goals(K_U01); - use adequate elements of design and artistic workshop in designing (K_U02) - cooperate and work with others in a team (K_U03) - use freely in designing basic materials and technologies necessary for manufacturing designed objects (K_U04) - design solutions compliant with ergonomic principles and basic psychology principles (K_U05) - apply principles of ecological design strategies (K_U06); - create flat compositions and sculpt three-dimensional objects using consciously elements of the visual language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K_U07); design solutions compliant with the principles of ergonomics and basic psychology (K_U05); apply the principles of ecological design strategies (K_U06) (K_U07); - prepare a professional presentation and present own projects in public (K_U09);
SOCIAL COMPETENCES	<p>Upon completion of the course, the student is ready to:</p> <ul style="list-style-type: none"> - continuous self-education in the area of the design profession (K_K01); - independently analyze and interpret information, develop ideas, prepare documentation and presentations (K_K02) - appropriately organize their own work (K_K03); - adapt to new circumstances and control their own behavior to the extent allowing public presentations (K_K04) - social communication within teamwork, in particular: cooperation, negotiation, collaboration, presentation of own views and accepting others' views (K_K05); - consciously apply and enforce legal regulations concerning protection of intellectual property within the framework of own design and artistic activity (K_K06) - respect the principles of sustainable development of the world (K_K07);
18/ Description of the requirements for the studio, workshop or	<p>a model shop equipped with basic equipment for working metal, wood and plastics; specialized library a computer lab with access to the Internet;</p>



teaching aids	a room equipped with a multimedia projector;
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademos system)	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	prof. Michał Stefanowski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Compulsory major (Guided Content Group)
9/ Didactic methods	<p>conversations, cloisters, monographic lectures (guests) individual projects group projects discussion and didactic dialogue</p> <p>remote contacts using electronic tools</p>
10/ Language of lecture	polski
11/ Prerequisites	<p>knowledge of basic design concepts; associating relationships between form, function, and design of objects; knowledge of basic industrial technology; knowledge of technical drawing; three-dimensional modeling skills; successful completion of the second year;</p>
12/ Final requirements	<p>For the semester project: execution of the project in accordance with the adopted assumptions. Presentation before the Faculty Committee should include: boards presenting the solution, scale models or prototypes (depending on the topic), design documentation in the form of sketches, visualization and models, and a multimedia presentation showing the assumptions, design process and the final solution.</p> <p>In the case of a thesis project: execution of an undergraduate project and its public defense. The undergraduate project is to test the ability to design objects conditioned by market, usage, technology and environmental requirements. The bachelor's diploma may be the realization of a project of an object, a piece of space or a message, emphasizing an innovative way of shaping and constructing the designed objects. The project is evaluated by an examination committee whose members sovereignly assign grades for the project. The final grade for the project is the average of the grades awarded</p>



	<p>by the committee members. The Bachelor's project is carried out in a selected design studio.</p>
<p>13/ The form of passing the course (assessment methods and criteria)</p>	<p>evaluation of the artistic and technical level of the design solution; evaluation of the degree of innovation of the design solution; evaluation of the quality of the presentation of the project, which consists of a graphical representation of the concept on the boards, the implementation of the model and a lecture combined with a multimedia presentation; evaluation of the degree of involvement in the project and the ability to effectively translate the guidance and guidelines obtained in the course of training, discussions and didactic dialogue (master-student relationship);</p>
<p>14/ Teaching goals (program content, subject description)</p>	<p>Two design topics are pursued in semesters V, VI, and VII (if the studio is not pursuing an undergraduate degree in semester VII): Extended research topic - defined in an open way, allowing free interpretation of the problem. The realization of this theme is dependent on the student's interests, related to his/her own concept of shaping the design experience. There is considerable freedom in choosing the area of design, with an emphasis on designing: everyday objects, furniture, elements of public space equipment, toys, educational objects, equipment for the disabled, vehicles, etc. The method of presentation of the project is determined individually, depending on its specificity. Simpler design task - opening students to unusual situations and situations and experiences. The task is aimed at stimulating an innovative approach, searching for interesting, unconventional solutions concerning utility aspects, material or technology. In semester VII (if the undergraduate diploma is being done in the studio in semester VII)) only the undergraduate diploma project is carried out.</p>
<p>15/ Compulsory literature used during classes</p>	<p>-error-</p>
<p>16/ Additional literature recommended for the student's self learning</p>	<p>J. Ginalski, M. Liskiewicz, J. Seweryn, „Rozwój nowego produktu”, ASP w Krakowie, 1994 Wally Olins „O marce”, Instytut Marki Polskiej, 2004 Richard Morris „Projektowanie produktu”, Wydawnictwo Naukowe PWN, 2009 Bill Stewart „Projektowanie opakowań”, PWN, 2009 Charlotte and Peter Fiell „Design Handbook”, Taschen Deutschland GmbH, 2006 Kathryn Best „Design Management”, Wydawnictwo Naukowe PWN, 2009 Tom Kelley, Jonathan Littman „Sztuka Innowacji”, MT Biznes, 2009 Malcolm Gladwell „Poza schematem”, Znak, 2009 Cuffaro, Blackman, Covert, Paige, Nehez-Cuffaro, Laituri, Sears „Industrial Design, Reference + Specification Book”, Rockport Publishers, 2013</p>



	Jiri Pelcl and team „Design, From Idea to Realization”, AAAD in Prague, 2012
17/ Learning outcomes	
KNOWLEDGE	<p>Upon completion of the course, the student knows and understands:</p> <ul style="list-style-type: none"> - basic principles concerning design methodology needed to realize own projects; (K_W01); - basic concepts related to plastic arts workshop in the field of art and design; (K_W02); - influence of technology, usage and market conditions on the form of a designed object (K_W04); - basic principles of ergonomics and psychological effects of products (K_W05); - basic principles of ecology and ecological design strategies (K_W06); - basic principles of preparing presentations of own projects (K_W08); - basic issues concerning financial, marketing, legal and ethical aspects of running professional practice of a designer (K_W10);
SKILLS	<p>Upon completion of the course, the student will be able to:</p> <ul style="list-style-type: none"> - create and realize their own design and artistic concepts, achieving intended aesthetic, utilitarian, technical and commercial goals(K_U01); - use adequate elements of design and artistic workshop in designing (K_U02) - cooperate and work with others in a team (K_U03) - use freely in designing basic materials and technologies necessary for manufacturing designed objects (K_U04) - design solutions compliant with ergonomic principles and basic psychology principles (K_U05) - apply principles of ecological design strategies (K_U06); - create flat compositions and sculpt three-dimensional objects using consciously elements of the visual language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K_U07); design solutions compliant with the principles of ergonomics and basic psychology (K_U05); apply the principles of ecological design strategies (K_U06) (K_U07); - prepare a professional presentation and present own projects in public (K_U09);
SOCIAL COMPETENCES	<p>Upon completion of the course, the student is ready to:</p> <ul style="list-style-type: none"> - continuous self-education in the area of the design profession (K_K01); - independently analyze and interpret information, develop ideas, prepare documentation and presentations (K_K02) - appropriately organize their own work (K_K03); - adapt to new circumstances and control their own behavior to the extent allowing public presentations (K_K04) - social communication within teamwork, in particular: cooperation, negotiation, collaboration, presentation of own views and accepting others' views (K_K05); - consciously apply and enforce legal regulations concerning protection of intellectual property within the framework of own design and artistic activity (K_K06) - respect the principles of sustainable development of the world (K_K07);
18/ Description of the requirements for the studio, workshop or	<p>a model shop equipped with basic equipment for working metal, wood and plastics; specialized library a computer lab with access to the Internet;</p>



teaching aids	a room equipped with a multimedia projector;
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademos system)	



SYLLABUS

1/ Course title	Design workshops
2/ Teacher	prof. Michał Stefanowski, dr hab. Grzegorz Niwiński, dr hab. Artur Frankowski, dr Daniel Zieliński, prof. Jerzy Porębski, dr Tomasz Rygalik
3/ Assistants	
4/ Code	WZP2-04
5/ Faculty	Faculty of Design
6/ C course form / hours	lectureex. / 270
7/ Studies	Design, full-time studies, second-cycle studies; level 7 of Polish Qualifications Framework, product and visual communication design - obligatory
8/ Course type	Obowiązkowy, kształcenie kierunkowe GTK (Grupa Treści Kierunkowych)
9/ Didactic methods	Projekty zespołowe; dyskusja i dialog dydaktyczny.
10/ Language of lecture	polski
11/ Prerequisites	Posiadanie dyplomu licencjackiego na kierunku wzornictwo lub architektura i/lub portfolio artystyczne na poziomie odpowiadającym sylwetce absolwenta studiów I stopnia kierunku wzornictwo.
12/ Final requirements	Wykonanie szeregu krótkich projektów z obszaru eksperymentu technologicznego, projektowania dla przestrzeni publicznej, projektowania ekologicznego, społecznego, interwencyjnego i krytycznego.
13/ The form of passing the course (assessment methods and criteria)	Ocena artystycznego i technicznego poziomu rozwiązań projektowych; ocena stopnia innowacyjności rozwiązań projektowych; ocena jakości prezentacji projektów, która realizowana jest poprzez wypowiedź połączoną z prezentacją multimedialną; ocena stopnia zaangażowania w realizację projektów oraz umiejętność efektywnego przełożenia wskazań i wytycznych uzyskanych w toku dyskusji i dialogu dydaktycznego.
14/ Teaching goals (program content, subject description)	Kurs kładzie specjalny nacisk na kilka wątków. Pierwszy z nich to projektowanie technologiczno-eksperymentalne, które korzysta z najnowszych osiągnięć techniki lub też odwołuje się do prognozowanych wynalazków tego rodzaju. Kluczowe jest podejmowanie przez studentów własnych badań i prób w zakresie wynalazczości technicznej i materiałowej realizowanych w oparciu o wydziałową bazę warsztatową lub w kooperacji z instytucjami zewnętrznymi. Projektowanie społeczno-krytyczne dotyczy szeroko rozumianego projektowania nierynkowego. Zagadnienia takie jak programy społeczne, edukacja, bieda, niepełnosprawność, wykluczenie oraz wszelkie inne zagadnienia społeczne są punktem wyjścia do badań i budowania koncepcji projektowych. Ma to uwrażliwić studentów na



	<p>ta problematykę. Ważnym elementem tego nurtu są również zagadnienia środowiskowe oraz zagrożenia cywilizacyjne. Tworzone koncepcje powinny odpowiadać idei zrównoważonego rozwoju, który zakłada rozwój społeczno-ekonomiczny bez naruszania równowagi środowiskowej. Kurs dotyczy również projektowania krytycznego i interwencyjnego.</p>
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
KNOWLEDGE	<p>Student zna i rozumie:</p> <p>K_W01 - metody kierowania procesem projektowania produktów lub usług potrzebne do realizacji projektów wzorniczych, graficznych, a także projektów o charakterze interdyscyplinarnym;</p> <p>K_W03 - wpływ zagadnień społecznych, technicznych, ekonomicznych i środowiskowych na organizowanie procesu projektowego;</p> <p>K_W04 - metody zarządzania procesem projektowania produktów, przekazów wizualnych i wyposażenia przestrzeni;</p>
SKILLS	<p>Student potrafi:</p> <p>K_U01- samodzielnie organizować kompleksowe przedsięwzięcia projektowe i artystyczne. W tym samodzielnie analizować i interpretować badania, organizować proces projektowy, nadzór nad przygotowaniem dokumentacji, prezentacji i wdrożenia projektu;</p> <p>K_U02 - realizować własne koncepcje artystyczne, projektowe i organizacyjne w zakresie twórczości artystycznej oraz projektowania produktów i komunikacji wizualnej, osiągając zamierzone cele estetyczne, użytkowe, techniczne i komercyjne;</p> <p>K_U03 - rozwijać umiejętności organizacji pracy zespołu umożliwiające realizację interdyscyplinarnych przedsięwzięć projektowych i artystycznych;</p> <p>K_U04 - wykorzystywać wynalazki techniczne w procesie powstawania nowych produktów i usług;</p> <p>K_U05 - podejmować działania w zakresie budowy marki nowopowstających produktów i usług;</p> <p>K_U07 - kreatywnie i twórczo zarządzać procesami projektowymi oraz przedsięwzięciami artystycznymi;</p> <p>K_U10 - profesjonalnie publicznie prezentować informacje dotyczące wszystkich uwarunkowań realizowanego przedsięwzięcia projektowego lub artystycznego;</p>
SOCIAL COMPETENCES	<p>Student jest gotów do:</p> <p>K_K01 - ustawicznego samokształcenia się na obszarze wykonywanego zawodu projektanta i organizatora procesu projektowego, oraz inspirowania i organizowania procesu uczenia się innych;</p> <p>K_K02 - właściwego inspirowania współpracowników do analizowania i interpretacji badań, organizowania procesu projektowego, nadzoru nad przygotowaniem dokumentacji, prezentacji i wdrożenia projektu;</p> <p>K_K03 - świadomego stymulowania kreatywności i zdolności do podejmowania</p>



	<p>właściwych decyzji u swoich współpracowników;</p> <p>K_K04 - krytycznego lecz konstruktywnego podejścia do istniejącej sytuacji społecznej, gospodarczej, rynkowej oraz środowiskowej, jak również własnej działalności i twórczości;</p> <p>K_K05 - komunikowania się społecznego w ramach kierowania zespołem a w szczególności: inicjowania współpracy, przewodniczenia działaniom, organizacji pracy, prowadzenia negocjacji, przystępnego przekazywania swoich myśli oraz krytycznego analizowania poglądów członków zespołu;</p>
18/ Description of the requirements for the studio, workshop or teaching aids	Modelarnia wyposażona w podstawowe urządzenia do obróbki metalu, drewna i tworzyw sztucznych; biblioteka specjalistyczna; pracownia komputerowa z dostępem do Internetu.
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	dr hab. Grzegorz Niwiński
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	
9/ Didactic methods	Individual project and discussion, onsite or remote didactic dialogue.
10/ Language of lecture	polski
11/ Prerequisites	Knowledge of basic concepts of design; association of relationships between form, function and construction of objects; knowledge of basic industrial technologies; knowledge of technical drawing; three-dimensional modeling skills; successful completion of the second year;
12/ Final requirements	Execution of the project in accordance with the accepted assumptions. Presentation before the Faculty Committee should include: charts presenting the solution, scale models or prototypes (depending on the topic), design documentation in the form of sketches, visualization and models, and a multimedia presentation showing the assumptions, design process and the final solution.
13/ The form of passing the course (assessment methods and criteria)	Evaluation of the artistic and technical level of the design solution; evaluation of the degree of innovation of the design solution; evaluation of the quality of the project presentation, which consists of a graphical representation of the concept on boards, model making and a lecture combined with a multimedia presentation; evaluation of the degree of involvement in the project and the ability to effectively translate the indications and guidelines obtained in the course of training as a result of discussions and didactic dialogue.
14/ Teaching goals (program content, subject description)	<p>The purpose of the class is to deepen the students' experience in designing objects. In the course, isolated skills known from previous years are consolidated through training and combined into an integral process called design design. These skills include sculpting form, structural and technological design, designing function, understanding market, social and economic conditions.</p> <p>The instructor's interest profile is not only related to his professional experience. Apart from designing for public space, the studio has carried out many projects related to social design (projects for the 3rd world, for the disabled, for the excluded) and related to</p>



	<p>education in its broadest sense. Learning the basic skill of designing products for industry is willingly expanded by the ability to organize design and production projects based on craft or the designer's own production activity. Often these projects are of a startup nature and are done with an eye to their own economic future. Special attention is paid to choosing the right technological and material solutions with sustainability and a closed loop economy in mind. The presenter makes sure that the ecological aspect of design is present in all projects, regardless of the underlying theme. Other ever-present aspects include the issue of conducting effective professional practice and the ethical dimension of the design profession. All projects seek, to a greater or lesser extent, better patterns of life. The search for alternative models of existence, generated by a critical attitude to reality, happens to be the basic objective of the most interesting projects.</p> <p>Two project themes are pursued in semesters V, VI and VII:</p> <p>1. Extended research topic - defined in an open way, allowing free interpretation of the problem. The realization of this topic is dependent on the student's interests, related to their own concept of shaping the design experience. There is considerable freedom in choosing the area of design, with an emphasis on the design of: everyday objects, furniture, elements of public space equipment, toys, educational objects, equipment for the disabled, vehicles, etc. The method of presentation of the project is determined individually, depending on its specificity.</p> <p>2. Simpler design task - defining concretely both the conditions and subject of the project. The task aims to explore different applications of a specific material or technology. The assignment specifies the same requirements for the presentation of the project with a high proportion of modelling work in the target material.</p>
15/ Compulsory literature used during classes	-error-
16/ Additional literature recommended for the student's self learning	-error-
17/ Learning outcomes	
KNOWLEDGE	<p>Upon completion of the course, the student knows and understands:</p> <ul style="list-style-type: none"> - basic principles concerning design methodology needed to realize own projects; (K_W01); - basic concepts related to plastic arts workshop in the field of art and design; (K_W02); - influence of technology, usage and market conditions on the form of a designed object (K_W04); - basic principles of ergonomics and psychological effects of products (K_W05); - basic principles of ecology and ecological design strategies (K_W06);



	<ul style="list-style-type: none"> - basic principles of preparing presentations of own projects (K_W08); - basic issues concerning financial, marketing, legal and ethical aspects of running professional practice of a designer (K_W10);
SKILLS	<p>Upon completion of the course, the student will be able to:</p> <ul style="list-style-type: none"> - create and realize their own design and artistic concepts, achieving intended aesthetic, utilitarian, technical and commercial goals(K_U01); - use adequate elements of design and artistic workshop in designing (K_U02) - cooperate and work with others in a team (K_U03) - use freely in designing basic materials and technologies necessary for manufacturing designed objects (K_U04) - design solutions compliant with ergonomic principles and basic psychology principles (K_U05) - apply principles of ecological design strategies (K_U06); - create flat compositions and sculpt three-dimensional objects using consciously elements of the visual language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K_U07); design solutions compliant with the principles of ergonomics and basic psychology (K_U05); apply the principles of ecological design strategies (K_U06) (K_U07); - prepare a professional presentation and present own projects in public (K_U09);
SOCIAL COMPETENCES	<p>Upon completion of the course, the student is ready to:</p> <ul style="list-style-type: none"> - continuous self-education in the area of the design profession (K_K01); - independently analyze and interpret information, develop ideas, prepare documentation and presentations (K_K02) - appropriately organize their own work (K_K03); - adapt to new circumstances and control their own behavior to the extent allowing public presentations (K_K04) - social communication within teamwork, in particular: cooperation, negotiation, collaboration, presentation of own views and accepting others' views (K_K05); - consciously apply and enforce legal regulations concerning protection of intellectual property within the framework of own design and artistic activity (K_K06) - respect the principles of sustainable development of the world (K_K07);
18/ Description of the requirements for the studio, workshop or teaching aids	Model room equipped with basic equipment for metal, wood and plastic processing; specialized library; computer lab with Internet access.
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)	



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	dr hab. Bartosz Piotrowski
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ C ourse form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	-error-
9/ Didactic methods	Teaching methods (form of classes) - individual projects - collective projects - consultations on project work, discussion and didactic dialogue
10/ Language of lecture	polski
11/ Prerequisites	Prerequisites - knowledge of basic concepts in the field of design; - matching relationships between form, function and construction of objects; - knowledge of the basic principles of ergonomics - knowledge of basic industrial technologies; - knowledge of technical drawing; - three-dimensional modeling skills; - positive passing of the second year
12/ Final requirements	Final requirements Implementation of the project in accordance with the adopted assumptions. Presentation before the Faculty Commission should include: boards presenting the solution, scale models or prototypes (depending on the topic), project documentation in the form of sketches, visualizations and models, and a multimedia presentation showing the assumptions, design process and final solution
13/ The form of passing the course (assessment methods and criteria)	Evaluation criteria - evaluation of the artistic and technical level of the design solution; - assessment of the degree of innovation in the design solution; - completeness of the planned project process and maintenance of deadlines set for the individual stages or checkpoints - compliance with the adopted assumptions - assessment of final applications - assessment of the quality of the project presentation, which consists of a graphic representation of the concept on the boards, model execution and a lecture combined with a multimedia



	<p>presentation;</p> <ul style="list-style-type: none"> - assessment of the degree of involvement in the implementation of the project and the ability to effectively translate the indications and guidelines obtained in the course of education, as a result of discussion and didactic dialogue (master-student relationship); - periodic inspections - 10% - project development presented during corrections - 40% - final project presentation - 50%
14/ Teaching goals (program content, subject description)	<p>Aim of the course Based on project exercises, preparing the student to implement and run design projects as part of the needs and practices that currently exist in real market conditions. Understanding the role and place of design in shaping and implementation of the product implementation process in industry, with special regard to the current conditions of the Polish market</p>
15/ Compulsory literature used during classes	<p>Język rzeczy Deyan Sudjic, Karaktter 2013 Jony Ive Leander Kahney, Insignis 2014 Kreatywność S.A. Ed Catmull, MT Biznes sp. z o.o. 2015 Design Management Bochińska, Ginalski, Mamica, Wojciechowska, IWP 2010</p>
16/ Additional literature recommended for the student's self learning	<p>Polish Design: UNCUT, Czesława Frejlich, Dominik Liski, Instytut Adama Mickiewicza 2013 (zamiennie: Rzeczy Niepospolite tych samych autorów). Design. Historia projektowania, Charlotte I Peter Fiell, Arkady 2015</p>
17/ Learning outcomes	
KNOWLEDGE	<p>Knowledge After completing the first-cycle (undergraduate) studies, the graduate should:</p> <ul style="list-style-type: none"> - Have knowledge of the methodology of product design and visual communication needed to implement your own projects, taking into account the specifics and differences in the design of objects, space and visual communication (K1_W01); - Have knowledge of the basic art workshop in the field of visual arts and design (K1_W02); - Understand the impact of technology, use and market conditions on the form of the proposed item, space or message. (K1_W04); - Have knowledge of technology, construction and materials used to manufacture products (K1_W05); - Have basic knowledge about the functioning of the market (K1_W09); - Have knowledge about ecology and ecological design strategies (K1_W11); - To know the connections between theoretical issues of the profession of a designer and his practice (K1_W17); <p>Have knowledge about the components of the design process (K1_W01) (K1_W02) (K1_W04) (K1_W05) (K1_W09)</p>
SKILLS	<p>Skills After completing the first-cycle (undergraduate) studies, the graduate should:</p> <ul style="list-style-type: none"> - Be able to create and implement own design and artistic concepts, achieving intended aesthetic, usable, technical and commercial goals based on self-



	<p>constructed design assumptions (K1_U01);</p> <ul style="list-style-type: none"> - Free integration of the problems of form, construction and use in the designed object produced in a repeatable manner (K1_U01); - Be able to use the proper elements of design and artistic workshop in the field of product design and visual communication (K1_U02); - Be able to make independent decisions when implementing your own projects in the field of product design and visual communication (K1_U03); - Be able to interact and work with other people as part of team work (K1_U04); - Be able to use freely the basic materials and technologies necessary to produce products and space equipment (K1_U05); - Be able to design solutions in accordance with the principles of ergonomics as well as design the process of use of the object and reflect the programmed functions in its form (K1_U07); - Be able to design solutions in accordance with the principles of ecological design strategies (K1_U08); - Be able to perform dimensional and imitative models in technologies using modeling foam, gypsum, wood, metal, plastics, 3D printing (K1_U09); - Be able to apply presentation techniques in practice, including multimedia techniques using appropriate computer software (K1_U10); - To be able to put into practice the knowledge of financial, marketing, legal and ethical aspects of running a professional practice of a designer (K1_U11); - Sculptively shape three-dimensional objects using consciously elements of artistic language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. Be able to analyze the impact of material and technology used on the shape of the object (K1_U13); - Master professional improvement techniques that enable development through independent work (K1_U14); - Have the skills of creative and innovative implementation of projects and projects (K1_U15); - Be able to prepare professional presentations and be able to present their own projects in public (K1_U18)
<p>SOCIAL COMPETEN CES</p>	<p>competences (attitudes)</p> <p>After completing the first-cycle (undergraduate) studies, the graduate should:</p> <ul style="list-style-type: none"> - Be able to prepare professional presentations and be able to present their own projects in public (K1_K01); - To be able and internally motivated to independently undertake project work and to organize own work (K1_K02, K1_K03, K1_K04); - Be able to communicate in a social way as part of team work and to critically approach the existing situation and actions of their own and others (K1_K06, K1_K07, K1_K08); - Be sensitive to aspects related to environmental protection, the needs of people with disabilities and socially excluded and act in accordance with the principles of ethics in the profession of designer (K1_K02)
<p>18/ Description of the requirements for the studio, workshop or teaching aids</p>	<p>Requirements for teaching aids</p> <ul style="list-style-type: none"> - model house equipped with basic equipment for machining metal, wood and plastics; - specialist library; - a computer lab with Internet access; - workshop: a place for meetings and design consultations



The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademos system)



SYLLABUS

1/ Course title	Design (choice)
2/ Teacher	dr Paweł Grobelny
3/ Assistants	
4/ Code	WZP1-05; WZP1-06
5/ Faculty	Faculty of Design
6/ Course form / hours	ex. / 210
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	Design Studio
9/ Didactic methods	presentations / revisions, remote teaching
10/ Language of lecture	polski
11/ Prerequisites	Students should have a basic knowledge of art and basic design skills.
12/ Final requirements	After 7 semesters of undergraduate studies, a graduate should possess knowledge of the arts, humanities and technical sciences as well as design skills necessary to pursue a profession as a designer of design and visual communication or a clothing designer. He or she should be prepared to work in design teams and to take up their own design and artistic activity. The graduates should know a foreign language at B2 level of the Common European Framework of Reference for Languages of the Council of Europe and be able to use a specialist language in the field of design. The graduates should be prepared to take up second-cycle studies.
13/ The form of passing the course (assessment methods and criteria)	Passing the project carried out in the laboratory, attendance at classes / online meetings
14/ Teaching goals (program content, subject description)	The design studio takes up topics related to product design, and in particular product design for public space. Students design both products/objects intended for broadly defined public space, as well as products/objects dedicated to specific urban spaces.
15/ Compulsory literature used during classes	Ernst Neufert, "Podręcznik projektowania", Wydawnictwo Arkady
16/ Additional literature recommended for the student's self learning	1. Jan Gehl, "Życie między budynkami. Użytkowanie przestrzeni publicznych, Wydawnictwo RAM, 2009 2. Steen Eiler Rasmussen, "Odczuwanie architektury", Karakter, Kraków 2015
17/ Learning outcomes	
KNOWLEDGE	- basic principles of design methodology needed to realize own projects; (K_W01); - basic concepts related to the artistic workshop in the field of art and design;



	<p>(K_W02);</p> <ul style="list-style-type: none"> - influence of technology, usage and market conditions on the form of a designed object (K_W04) - basic principles of ergonomics and psychological effects of products (K_W05); - basic principles of ecology and ecological design strategies (K_W06); - basic principles of preparing presentations of own projects (K_W08); - basic issues concerning financial, marketing, legal and ethical aspects of running professional practice of a designer (K_W10);
SKILLS	<ul style="list-style-type: none"> - create and carry out their own design and artistic concepts, achieving intended aesthetic, functional, technical and commercial aims(K_U01) - use adequate elements of design and artistic workshop in designing (K_U02) - cooperate and work with others in a team (K_U03) - use freely in designing basic materials and technologies necessary for manufacturing designed objects (K_U04) - design solutions compliant with ergonomic principles and basic psychology principles (K_U05) - apply principles of ecological design strategies (K_U06); - create flat compositions and sculpt three-dimensional objects using consciously elements of the visual language such as: composition, contrast, rhythm, color, texture, chiaroscuro, etc. (K_U07); - prepare a professional presentation and present own projects in public (K_U09);
SOCIAL COMPETENCES	<ul style="list-style-type: none"> - continuously self-educate within the area of the designer's profession (K_K01); - independently analyze and interpret information, develop ideas, prepare documentation and presentations (K_K02) - appropriately organize their own work (K_K03); - adapt to new circumstances and control their own behavior to the extent allowing public presentations (K_K04) - social communication within teamwork, in particular: cooperation, negotiation, collaboration, presentation of own views and accepting others' views (K_K05); - consciously apply and enforce legal regulations concerning protection of intellectual property within the framework of own design and artistic activity (K_K06) - respect the principles of sustainable development of the world (K_K07);
18/ Description of the requirements for the studio, workshop or teaching aids	<p>The studio is based on presentations and revisions. Classes will also take place remotely. No additional studio requirements.</p>
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	



SYLLABUS

1/ Course title	Painting and drawing
2/ Teacher	mgr Mikołaj Chylak
3/ Assistants	
4/ Code	WZP1-18
5/ Faculty	Faculty of Design
6/ C ourse form / hours	ex. / 120
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	general-artistic
9/ Didactic methods	<ul style="list-style-type: none"> - painting from nature, or realization of individual painting concepts agreed and discussed with the instructor - drawing of a man in space (study and sketches) - conversation (didactic dialogue, discussion, corrections, reviews) - realization of the semester task on the topic set to the students - didactic dialogue via google meet, messenger or email - online reviews (group and individual)
10/ Language of lecture	polski
11/ Prerequisites	<ul style="list-style-type: none"> - a passing grade in the first year of studies at the Academy of Fine Arts - portfolio of artistic work (in case of exceeding the limit of students enrolled in the studio)
12/ Final requirements	making a series of drawing and painting works (in the form agreed upon in the course of study) resulting from independent experiences, reflections and decisions made by the student.
13/ The form of passing the course (assessment methods and criteria)	<ul style="list-style-type: none"> - review of painting and drawing works - evaluation of individual involvement and artistic development of the student - evaluation of achieved creative results (use of appropriate artistic means in order to achieve one's own intentions) and the student's ability to notice them - grading scale according to the rules of the Faculty of Design
14/ Teaching goals	The aim of the classes is to build the students' awareness of the



<p>(program content, subject description)</p>	<p>"utilitarian" meaning of their works: paintings and drawings as objects that do not serve as credit, but exist in a particular space and have a specific effect on the people in it. A painting as a utilitarian object obviously has a different purpose than a table or a chair, but it has one nonetheless. This is what the French painter Henri Matisse expressed when he said that he wanted his painting to have an effect on a tired man like a "comfortable armchair". However, mere pleasure for the eye has never been the primary goal here. A good example can be the art of Africa, which inspired Picasso's work in the early 20th century. The forms and colors used there were, among others, meant to deter and protect man in a world where the presence of evil spirits was as real as in Europe rain for the umbrella designer. It is important for the Design student to define their own purpose in relation to their paintings. It is from this individual reason that the form of his paintings and drawings, and consequently their function, should arise. Working on an individual artistic proposal is to help students build their own artistic vision, which is the foundation for collective cooperation in the design profession.</p>
<p>15/ Compulsory literature used during classes</p>	<p>Literature individually determined according to student needs.</p>
<p>16/ Additional literature recommended for the student's self learning</p>	<p>as above</p>
<p>17/ Learning outcomes</p>	
<p>KNOWLEDGE</p>	<p>The graduate should:</p> <ul style="list-style-type: none"> - have knowledge of the basic artistic workshop in the field of plastic arts (K1_W02) - have knowledge about drawing and painting materials and techniques (K1_W14) - have a general knowledge of phenomena in the field of culture (K1_W18)
<p>SKILLS</p>	<p>The graduate should:</p> <ul style="list-style-type: none"> - be able to draw freehand figures and objects using elements of artistic language such as composition, light, contrast, rhythm, value, color, texture, etc. (K1_U12) - master the techniques of professional development enabling the development through independent work (K1_U14) - have abilities to creatively and innovatively realize artistic undertakings (K1_U15) - have the ability to prepare professional presentations and to be able to present their own projects in public (K1_U18)
<p>SOCIAL COMPETENCES</p>	<p>The graduate should:</p> <ul style="list-style-type: none"> - be able to use in their professional work their knowledge in the field of fine arts and design (K1_K02, K1_K04) - be able to realize independent artistic projects (K1_K03, K1_K04) - be able to analyze their own work and assess it critically (K1_K02) - be able to take a critical approach to existing (and own) problems of artistic creation (K1_K02, K1_K05)



18/ Description of the requirements for the studio, workshop or teaching aids	A studio equipped with aids for drawing and painting (easels, boards, tables, chairs, lamps, cleaning supplies, etc.)
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)	



SYLLABUS

1/ Course title	Sculpture
2/ Teacher	prof.dr hab. Wiktor Gutt
3/ Assistants	dr Cezary Koczwarski
4/ Code	WZP1-18
5/ Faculty	Faculty of Design
6/ C ourse form / hours	ex. / 120
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - choice
8/ Course type	general-artistic
9/ Didactic methods	<ul style="list-style-type: none"> - individual exercises - group projects - discussion and didactic dialogue - reviews - individual projects - online classes
10/ Language of lecture	polski
11/ Prerequisites	-error-
12/ Final requirements	-error-
13/ The form of passing the course (assessment methods and criteria)	-error-
14/ Teaching goals (program content, subject description)	<p>There are 8 to 10 exercises in semesters III, IV, V and VI. Exercises are implemented using various media (drawing, sculpture, photography, film, 3D printing, computer techniques). Most of the exercises are carried out in the laboratory conditions of the studio. Tasks have the form of individual or group exercises, some are attempts to actively work in a given context - e.g. urban space, nature (open air). The student develops the skill of self-analysis and self-commentary.</p> <p>The exercises are based on searching for materially and spatially active relations between given objects and a given context.</p> <p>The Sculpture Studio is a place of integration for students of various faculties at our Faculty. This is achieved by joint tasks performed by students of product design and clothing design.</p> <p>As part of the studio's program, students are taught non-verbal communication. This takes place at the level of student - teacher, student - student, our studio - another studio.</p>
15/ Compulsory literature used during classes	-error-
16/ Additional literature	-error-



recommended for the student's self learning	
17/ Learning outcomes	
KNOWLEDGE	<p>Upon completion of the sixth semester, the student should:</p> <ul style="list-style-type: none"> - have knowledge of the basic artistic workshop in the field of plastic arts K1_W02 - have knowledge about drawing materials and techniques, sculpture composition, drawing, photography; K1_W14 - have knowledge about basic sculpting materials and techniques, including techniques of sculpting in ceramic clay; K1_W15 - have a general knowledge of phenomena in the field of culture; K1_W18
SKILLS	<p>Upon completion of the sixth semester, the student should:</p> <p>Be able to freely draw freehand figures and objects using elements of artistic language such as: composition, light, contrast, rhythm, value, color, texture, etc. K1_U12</p> <p>Be able to sculpt three-dimensional objects using consciously elements of artistic language like: composition, contrast, rhythm, color, texture, chiaroscuro, etc. K1_U13</p> <p>Master professional development techniques that enable development through independent work. K1_U14</p> <p>Have skills of creative and innovative realization of artistic projects and undertakings. K1_U15</p> <p>Be able to prepare professional presentations and to be able to present own projects in public. K1_U18</p> <p>In particular:</p> <ul style="list-style-type: none"> - be able to shape the form and composition of a project in terms of thinking about sculpture, space and creatively used material (not only technologically) - be able to build their own strategy allowing for self-realisation in the laboratory conditions of the studio and in a broader context - be able to skilfully and convincingly present and demonstrate their own solutions; - have the ability to work in a team; - get to know the basic sculpting workshop; - be familiar with basic and advanced photographic techniques; - know filmmaking workshop and film editing techniques; - make self-presentations using all available media;
SOCIAL COMPETENCES	<ul style="list-style-type: none"> - be able to use in professional work the knowledge of fine arts and design K1_K02, K1_K04; - be able to carry out independent artistic projects K1_K03, K1_K04; - be able to analyze his own work and make a critical assessment of it K1_K02; - be able to make a critical assessment of it - be able to analyze their own work and to evaluate it critically K1_K02 - be able to critically approach existing (and own) problems with the formation of an artistic work K1_K02, K1_K05;
18/ Description of the requirements for the studio, workshop or	<ul style="list-style-type: none"> - clay, cavallets; - slide projector; - multimedia projector; - cameras;



teaching aids	<ul style="list-style-type: none">- flash studio;- film camera;- computer tools;- library;- computer, internet;
The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)	



SYLLABUS

1/ Course title	Design history
2/ Teacher	dr Józef Mrozek
3/ Assistants	
4/ Code	-
5/ Faculty	Faculty of Design
6/ Course form / hours	lecture / 60
7/ Studies	Design, full-time studies, first-cycle studies; level 6 of Polish Qualifications Framework, product and visual communication design - obligatory
8/ Course type	Compulsory, Theoretical Subject Group
9/ Didactic methods	Classes will take the form of a lecture with elements of discussion, workshops and group work. Classes will be held online on the Google Meets platform.
10/ Language of lecture	polski
11/ Prerequisites	Successful completion of semester IV.
12/ Final requirements	<ol style="list-style-type: none"> 1. Writing a term paper during the 5th semester. 2. Activity during the classes. 3. Preparation and submission of homework assigned during the semester. 4. Attendance in class (unexcused absence allowed: 4 hours).
13/ The form of passing the course (assessment methods and criteria)	<ol style="list-style-type: none"> 1. evaluation of the activity during classes and independent drawing conclusions and presenting and justifying their own opinions 2. evaluation of the level of mastering the material from the first semester on the basis of the semester paper 3. evaluation of the substantive level of homework
14/ Teaching goals (program content, subject description)	The goal of this course is to familiarize students with the fundamental issues related to the history of design in the context of social, cultural, political and technological change. As a result, students will be able to understand the multiple connections of their own discipline to social life and find the historical sources of contemporary practice.
15/ Compulsory literature used during classes	P. Sparke, Design. Historia wzornictwa, Warszawa 2012. C., P. Fiell, Design. Historia projektowania, Warszawa 2015.
16/ Additional literature recommended for the student's self learning	The Design History Reader, red. G. Lees-Maffei, R. Houze, Oxford-New York 2010. P. Korduba, Ludowość na sprzedaż. Towarzystwo Popierania Przemysłu Ludowego, Cepelia, Instytut Wzornictwa Przemysłowego, Warszawa 2013. Rzeczy niepospolite. Polscy projektanci XX wieku, red. C. Frejlich, Warszawa 2013. G. Beegan, P. Atkinson, Professionalism, Amateurism and the



- Boundaries of Design, „Journal of Design History” 2008, Vol. 21, No. 4.
- D. Crowley, Finding Poland in the Margins. The Case of the Zakopane Style, „Journal of Design History” 2001, Vol. 14 No. 2.
- D. Crowley, National Style and Nation-State: Design in Poland from the Vernacular Revival to the International Style, New York and Manchester 1992.
- C. Dilnot, The State of Design History. Part I: Mapping the Field, „Design Issues” 1984, Vol. 1, No. 1.
- C. Dilnot, The State of Design History. Part II: Problems and Possibilities, „Design Issues” 1984, Vol. 1, No. 2.
- K. Fallan, Design History. Understanding Theory and Method, Oxford, New York 2010.
- A. Findeli, Design History and Design Studies: Methodological, Epistemological and Pedagogical Enquiry, „Design Issues” 1995, Vol. 11, No. 1.
- G. Julier, V. Narotzky, The Redundancy of Design History, <http://www.designculture.info/reviews/ArticleStash/GJVNRedundancy1996.pdf>.
- E. Klekot, Samofolklorystyka. Współczesna sztuka ludowa z perspektywy krytyki postkolonialnej, „Kultura Współczesna” 2014, nr 1.
- G. Lees-Maffei, The Production-Consumption-Mediation Paradigm, „Journal of Design History” 2009, Vol. 22, No. 4.
- S. McKellar, P. Sparke, Interior design and identity, Manchester, New York 2004.
- J. Woodham, Resisting Colonization: Design History Has Its Own Identity, „Design Issues” 1995, Vol. 11, No. 1.
- C. E. Schorske, Thinking with History. Explorations in the Passage to Modernism, Princeton, Chichester 1998.
- A. Midal, Design by Accident. For a New History of Design, Sternberg Press, Berlin 2019.
- J. Gimeno-Martínez, Design and National Identity, London 2016.
- P. Sparke, The Modern Interior, London 2008.
- W. Rybczyński, Dom. Krótka historia idei, Kraków 2015.
- A. Forty, Objects of Desire. Design and Society since 1750, London 1992.
- N. Pevsner, Pionierzy współczesności. Od Williama Morrisa do Waltera Gropiusa, Warszawa 1978.
- A. Midal, Design by Accident. For a New History of Design, Sternberg Press 2019.
- The Design Culture Reader, red. B. Highmore, Routledge 2008.
- Piękni XX-wieczni. Polscy projektanci graficy, red. J. Mrowczyk, 2+3D, Kraków 2017.
- Widzieć/Wiedzieć. Wybór najważniejszych tekstów o dizajnie, red. J. Mrowczyk, P. Dębowski, Karakter, Kraków 2015.
- P. B. Meggs, A. W. Purvis, Meggs’ History of Graphic Design, John Wiley & Sons, Inc., Hoboken 2012 (lub inne wydanie).
- S. J. Eskilson, Graphic Design: A New History, Yale University Press 2007 (lub inne wydanie).



	<p>R. Kinross, Modern typography. An essay in critical history, Hyphen Press, London 2004.</p> <p>A. Frutiger, Człowiek i jego znaki, d2d, Gdańsk 2007 (lub inne wydanie).</p> <p>L. Blackwell, Twentieth century type and beyond, Laurence King Publishing, London 2013.</p> <p>J. Tschichold, Nowa Typografia, Recto Verso, Łódź 2011.</p> <p>P. Rypson, Nie gęsi. Polskie projektowanie graficzne 1919-1949, Karakter, Kraków 2011.</p> <p>R. Poynor, No More Rules. Graphic Design and Postmodernism, Laurence King Publishing, London 2013.</p> <p>Z. Kolesár, J. Mrowczyk, Historia projektowania graficznego, Karakter, Kraków 2018.</p>
17/ Learning outcomes	
KNOWLEDGE	<p>Upon completion of the course, the graduate student will know and understand:</p> <ul style="list-style-type: none"> - history and contemporary phenomena in the field of visual arts and design (K_W03)
SKILLS	
SOCIAL COMPETENCES	
18/ Description of the requirements for the studio, workshop or teaching aids	<ul style="list-style-type: none"> - specialized library; - computer with internet access, camera, microphone and speaker
<p>The weekly number of hours of classes or lectures, the number of ECTS points assigned to the subject and information on the form and completion of the subject are included in the study program and Course Catalogue (information is displayed in Akademus system)</p>	