Cover Sheet: Request 11395

GRA3XXXC Design Thinking

Info

Process	Course|New|Ugrad/Pro
Status	Pending
Submitter	Rogal, Maria mrogal@ufl.edu
Created	1/9/2017 10:38:23 PM
Updated	1/23/2017 9:01:37 PM
Description of request	Design thinking is interdisciplinary, human-centered, collaborative, contextual, and iterative. It offers an exceptionally dynamic framework to approach idea generation, creative investigation, and divergent thinking. In this course, students will learn principles of design thinking through exercises, brainstorming, sketching, case studies, and presentations.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Art and Art History 011302000	Rogal, Maria	Faculty approved by majority vote.	1/17/2017
No document changes					
College	Approved	CFA - College of Fine Arts	Schaefer, Edward E		1/20/2017
No document changes					
University Curriculum Committee	Comment	PV - University Curriculum Committee (UCC)	Case, Brandon	Added to the February agenda.	1/23/2017
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			1/23/2017
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

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Submitter: Rogal, Maria mrogal@ufl.edu
Created: 2/13/2017 12:40:36 AM
Form version: 6

Responses
Recommended PrefixGRA
Course Level 3
Number XXX
Category of Instruction Intermediate
Lab Code C
Course Title Design Thinking
Transcript Title Design Thinking
Degree Type Baccalaureate

Delivery Method(s) On-Campus
Co-Listing No

Effective Term Earliest Available
Effective Year Earliest Available
Rotating Topic?No
Repeatable Credit?No

Amount of Credit3

S/U Only?No
Contact Type Regularly Scheduled
Weekly Contact Hours 4
Course Description Design thinking is interdisciplinary, human-centered, collaborative, contextual, and iterative. It offers an exceptionally dynamic framework to approach idea generation, creative investigation, and divergent thinking. In this course, students will learn principles of design thinking through exercises, brainstorming, sketching, case studies, and presentations.
Prerequisites GRA 2111C (B) & GRA 2208C (B) & enrollment in Graphic Design Certificate
Co-requisites None
Rationale and Placement in Curriculum This course is specifically designed for students enrolled in the Certificate in Graphic Design. Students who have learned basic principles of graphic design in prerequisite courses will be able to work on more advanced problems by integrating the materials taught in this course into their practice. This is one of the two advanced courses required for the Graphic Design Certificate.
Course Objectives Synthesize and apply previous graphic design learning;

Organize and visually articulate complex information in a meaningful manner;

Learn how to use design thinking for planning, strategy, and to create form;

Learn key issues in contemporary design thinking discourse; and

Increase understanding of the relationship of design to the economy, culture, and society.
Course Textbook(s) and/or Other Assigned Reading Creative Confidence by Tom Kelley & David Kelley (2013)

IDEO, Human-Centered Design Toolkit: An Open-Source Toolkit To Inspire New Solutions in the Developing World, 2011

Access to a computer/software and in-class use is required. We will need to use a simple office suite to prepare basic documents and presentations. We will need to access the Internet in class to conduct research and connect to UF eLearning. A digital camera (phone cameras work just fine) will likely be useful as well.
Weekly Schedule of Topics Weeks 1–4: Introduction to Design Thinking (terminology, methods, processes, rapid prototyping exercises)

Weeks 5–8: Problem Identification and Creative Solutions (problem identification methods, fieldwork, user-centered solutions, personas, contexts, iterative design)

Weeks 9–11: Designer as Catalyst for Change (design research, problem identification, iterative design, visualizing/presenting solutions and approaches)

Weeks 12–15: (collaborative) Ideas & Action Project, including final presentation (proposing strategic solutions to problems in context)
Links and Policies Attendance
You can miss two class days without penalty. Unexcused absences for 7 or more class periods will result in an "E". Arriving late/tardy after class has commenced means that attendance is not awarded on that day. Excused absences follow university guidelines and may include illness, serious family emergencies, special curricular requirements, military obligation, severe weather conditions, religious holidays and participation in official university activities or court-imposed legal obligations. If you have a delay, please contact me by email prior to the class. Projects and assignments are not accepted after the due date without prior approval by the instructor.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx

Health and Safety
The UF School of Art and Art History is concerned about the safe use of art materials. Notes related to the design area: Batteries, old monitors, lamps from digital projectors if broken may release mercury. There are no known heath hazards from exposure to lamps that are intact. A complete handbook is provided at —
http://arts.ufl.edu/site/assets/files/37319/saahhealthandsafetyhandbook.pdf

General University Policies and Services
This resource covers most policies and procedures important to students.
http://www.dso.ufl.edu/

Accommodations for Students with Disabilities
Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. Disability Office —
http://www.dso.ufl.edu/drc/

Contacts for University Counseling Services

Includes personal, academic, crisis and career services.
Dial 352-392-1575. http://www.counseling.ufl.edu/cwc/

Contacts for Student Healthcare Center
Dial 911 for medical emergencies.
Dial 352-392-1161 for urgent after-hours medical questions.
Dial 352-392-1171 for after-hours mental health assistance.
http://shcc.ufl.edu/

Safety and Security
University Police Department — http://police.ufl.edu/
The building number of Fine Arts C is 0599.
Dial 911 for emergencies.
Dial 352-392-1111 otherwise.

Twelve-Day Rule
Students who participate in official athletic or scholastic extracurricular activities are
permitted twelve (12) scholastic day absences per semester without penalty. In any
case, it is the student's responsibility to maintain satisfactory academic performance and
attendance.

Absences for Religious Holidays
Students, upon prior notification of their instructions, shall be excused from class or
other scheduled academic activity to observe a religious holy day of their faith. Students
shall be permitted a reasonable amount of time to make up the material or activities
covered in their absence. A student
who believes that he/she has been unreasonably denied an education benefit due to
religious beliefs or practices may seek redress through the student grievance procedure.

Honesty Policy
An academic honesty offense is defined as the act of lying, cheating, or stealing academic
information so that one gains academic advantage. As a University of Florida student,
one is expected to neither commit nor assist another in committing an academic honesty
violation. Additionally, it is the student's duty to report observed academic honesty
violations. These can include: cheating, plagiarism, bribery, misrepresentation,
conspiracy, or fabrication.
https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/

Computer Use and Acceptable Use Policy
All faculty, staff, and students of the University of Florida are required and expected to
obey the laws and legal agreements governing software use. Failure to do so can lead to
monetary damages and/or criminal penalties for the individual violator. Because such
violations are also against University policies and rules, disciplinary action will be taken
as appropriate.
http://www.it.ufl.edu/policies/acceptable-use/acceptable-use-policy/

Disruptive Behavior
Faculty, students, Administrative and Professional staff members, and other employees
[hereinafter referred to as 'member(s)' of the University], who intentionally act to impair,
interfere with, or obstruct the mission, purposes, order, operations, processes, and
functions of the University shall be subject to appropriate disciplinary action by University
authorities for misconduct, as set forth in the applicable rules of the Board of Regents
and the University and state law governing such actions. Be advised that you can and will
be dismissed from class if you engage in disruptive behavior. A detailed list of disruptive
conduct may be found at — http://regulations.ufl.edu/regulations/uf-1-general/

Online Evaluation
https://evaluations.u .edu + https://evaluations.u .edu/results

During the last two or three weeks of the semester, you will be able to evaluate the quality of instruction in this course. You will receive an email message letting you know the exact dates.

Grading Scheme Grading

The purpose of grading and evaluation is to pinpoint the strengths and weaknesses of your work. To this end, we can only respond to what is observable in your work and in-class performance. Meeting criteria merits a C+, if you want to earn higher you must surpass minimum criteria and expectations for work at your level of study.

Specific grading criteria will be listed with each assignment as a rubric but will generally cover depth of research, conceptual development, and written/verbal presentation
This course has a total of 100 points.

80%: Projects (4 at 20% each)
Introduction to Design Thinking
Problem Identification and Creative Solutions
Designer as Catalyst for Change
Ideas & Action Project

Projects are assessed on the following criteria:
research, concept development, and iterations, quality and quantity of ideas and iterations, exploration, critique, attention to design concepts, methods, principles, appropriateness to context, and risk-taking

20%: Participation
Present in the studio, on time, actively participate, provide constructive feedback, asks questions, uses time wisely, display a professional attitude, are helpful. Each class period you are awarded the following: 1pt: Excellent: 0.5 pt: Good; 0: Needs Improvement. An example of Needs Improvement is working on another project much of the time, heading out for a break without getting much work done, not participating in required feedback/crit, or not being prepared with sketches or prototypes due, i.e., slowing the class down.

GRADING
A : 100–95
A–: 94–90
B+: 89–87
B: 86–83
B–: 82–80
C+: 79–77
C: 76–73
C–: 72–70
D+: 69–67
D: 66–63
D–: 62–60
E: 59 or below
Instructor(s) TBD (Associate Professor Brian Slawson piloted this course during the MA Art Ed Online Summer Programs and in Fall 2016)