Course/Subject/Unit Description

1. General Information			
SCHOOL		School of Design Sciences	
DEPARTMENT		Interior Architecture	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	**EA414**	SEMESTER	**4**
SUBJECT TITLE		**Smart Design Systems**	

TEACHING CONTENT	Weekly (Hrs)	Credits
Lectures, Essays, Design Workshops/Excercises, Design Project – Portfolio of work.	3	3

TYPE OF SUBJECT	Compulsory Elective
PREREQUIRED COURSES	No
TEACHING AND EXAMS LANGUAGE	Greek
THE COURSE IS OFFERED TO ERASMUS STUDENTS	Yes
Course website (URL)	

2. Aims and Objectives – Methods – Skills

a. Learning Outcomes

The expected learning outcomes are the development of students' cognitive and technical skills in space design using intelligent technologies, tools and materials. In addition it is an understanding of the basic characteristics of modern design materials with references to information, communication, accessibility and the environment. A key parameter of the course is the understanding of intelligent environments and design technologies with the parallel aesthetic upgrade of the space.

With the completion of the course students will be able to:

- To know different materials of texture and composition, as well as the necessary tools that are needed to implement an intelligent design.
- To create know the modern technologies that are necessary in the implementation of innovative ideas.
- To acquire the theoretical background of analysis and interconnection of intelligent design with architecture.

β. Skills

Adaptation to new design forms through different programs and media

- Autonomous work
- Search, analysis and synthesis of data and information, using the necessary technologies
- Production of new innovative ideas and their relationship with architectural and artistic production

3. Subject Context
As the theory of intelligent design states, it refers to the cause of the creation of the universe but also of life itself. The course Intelligent Design Systems has as its basic structure the introduction of students in matters of intelligent and innovative systems and design materials. Especially in modern times, understanding the basic characteristics of modern materials and media with references to information, communication, accessibility and the environment are key design parameters. The main purpose of the course is to understand the intelligent environments and design technologies with the parallel aesthetic upgrade of the space. At the same time, the spread of the internet has allowed the creation of a large number of digital applications, highlighting the example of intelligent design as a dominant development model. The course is developed through Case Study Exercises with the parallel support of theoretical analysis through lectures and presentations through the search, analysis and synthesis of data and information. The aim is to get acquainted with new technologies and analog forms of smart design such as: Special designs for the disabled, systems, information systems, energy management systems, environment management systems.

4. Teaching and learning methods – Evaluation and assessment		
- Theory and Design Workshops – Main Project Brief/ Site visits - Group Appraisal /Site Analysis - Theory Essay and Design Exercices - Interim Reviews - Project Final Pin Up - Portfolio Hand In.	Face to face Delivery of work in printed form Delivery of work in electronic form.	
Use of Information and Communication Technologies	Supporting the learning process by using new technologies, electronic communication with students	
Teaching organization	Activity	Semester Credits
	Lectures	20
	Theory Essay	
	Design Workshop and Excersices Main Design Project	35
	Research and Analysis of Bibliography/Design Project Presentation	20

	Total	75
Student assesment	Technical evaluation - Degree of approach with the technical specifications (accuracy of proportions) - The degree of relevance to the topic - Degree of difficulty Artistic evaluation The consistency, quality and completeness of the final presentation	

5. Recommended/ Bibliography

- Benjamin, W.(2000). Δοκίμια για την τέχνη-Το έργο τέχνης στην εποχή της τεχνικής αναπαραγωγιμότητάς του, Εκδ. Κάλβος, Αθήνα
- Castells *M*. (2005) Ο γαλαξίας του διαδικτύου. Εκδόσεις Αθανάσιος Α. Καστανιώτης ΑΕΒΕΔΕ
- McLuhan, M.(1964). Media : Οι προεκτάσεις του ανθρώπου. Media. Μετάφραση, Εισαγωγή, Επιμέλεια: Σπύρος Μάνδρος (1991), Εκδόσεις Κάλβος

Sanders M. (2010). Τεχνολογία Επικοινωνιών. Ευγενίδιο Ίδρυμα. Διαδραστικό βιβλίο. Σύνδεσμος, http://ebooks.edu.gr/modules/ebook/show.php/DSGL-B110/93/737,2748/

Καρυδάς, Ι. (2007). Ψηφιακές πόλεις. Εκδόσεις Παπαζήση ΑΕΒΕ