

## Course/Subject/Unit Description

1. General Information			
School		School of Design Sciences	
Department		INTERIOR ARCHITECTURE	
STUDY LEVEL		Undergraduate	
CODE OF SUBJECT	<b>EA703</b>	SEMESTER	<b>7<sup>th</sup></b>
SUBJECT TITLE		<b>Visual Art Conception IV</b>	
Teaching Content	Weekly ( Hrs)	Credits	
Lectures, Essays, Design Workshops/Excercises, Design Project – Portfolio of work.	2/4	6	
Type of Subject	Mandatory ME		
PREREQUIRED COURSES	No		
Teaching and Exams Language	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	Yes		
Course website (URL)	<a href="https://ia.ihu.gr/ea703/">https://ia.ihu.gr/ea703/</a>		

2. Aims and Objectives – Methods – Skills
<b><i>α. Learning Outcomes</i></b>
Developing critical thinking skills and solving complex design problems Understanding and leveraging design principles that contribute to creating a good user experience and finally gaining knowledge of key topics related to construction ephemerality.
<b><i>β. Skills</i></b>
<ul style="list-style-type: none"> <li>• Development of critical thinking</li> <li>• Decision making</li> <li>• Autonomous work</li> <li>• Promotion of freedom, creative and inductive thinking</li> <li>• Application of knowledge in practice</li> </ul>

3. Subject Context
<p>The course introduces students to the design of ephemeral art installations, exhibition stands, spaces for events. The aim of the design is its operation not only at the level of the construction but also the communication and interaction of the space and the construction with its visitors/users.</p> <p>Also, the double meaning of the ephemeral installation as limited in time is examined - as long as it exists for as long as the relation between people and events, which was its generative cause, remains alive - as well as its relation with the given environment. At the heart of design experimentation, the construction proposals incorporate advanced, flexible and recyclable materials.</p> <p>The objectives are for the student to develop critical thinking skills and to solve complex design problems, to understand and utilize design principles that contribute to creating a good user experience and finally to gain knowledge of basic issues related to on-call construction.</p> <p>The course is organized with lectures that support the design application (project).</p>

#### 4. Teaching and learning methods – Evaluation and assessment

<ul style="list-style-type: none"> <li>- Theory and Design Workshops – Main Project Brief/ Site visits</li> <li>- Group Appraisal /Site Analysis</li> <li>- Theory Essay and Design Exercises</li> <li>- Project Final Pin Up</li> <li>- Portfolio Hand In.</li> </ul>		
Use of Information and Communication Technologies		
Teaching organization	Activity	Semester Credits
	Lectures	50
	Theory Essay/ Design Workshop and Exercises	50
	Main Design Project	50
	Total	150
<i>Student assesment</i>	Written examination written theoretical study project	

#### 5. Recommended/ Bibliography

- Buley, Leah 2013, The User Experience Team of One: A Research and Design Survival Guide. Rosenfeld Media, Brooklyn, New York
- Moussavi, F. 2009, The Function of Form, Barcelona and New York: Actar/Harvard University Graduate School of Design
- Μπέργκερ, Τ. 2011, Η Εικόνα και το Βλέμμα, Εκδόσεις Μεταίχιμο, Αθήνα
- Norman, Donald A. 2005, Emotional Design: Why We Love (or Hate) Everyday Things. Basic Books
- Ξαγοράρης, Π. 1996, Μετασχηματισμοί Δομές και Μεσότητες στην Τέχνη, Εκδόσεις Παρατηρητής, Θεσσαλονίκη
- Weinschenk, Susan 2011, 100 Things Every Designer Needs to Know About People. New Riders

Related scientific Journals