

Fall 2021 Syllabus

Design Thinking

Course Information

GRA 3816C (3 credits)

Class # 13678

Section C12

T 3:00 pm-4:55 pm(FAC 0112)

R 3:00 pm-4:55 pm(FAC 0112)

Class Zoom link:

<https://ufl.zoom.us/j/95294427958>

Instructor

SHAZA JENDI

s.jendi@ufl.edu

Office hours

T 1:00-2:00 pm at FAC 313A

Or by appointment

Office hours Zoom link:

<https://ufl.zoom.us/j/94102464340>

COURSE DESCRIPTION

Design Thinking is interdisciplinary, human-centered, collaborative, contextual, and iterative. It offers a dynamic framework to approach idea generation, creative investigation, and divergent thinking. In this course, students learn principles of design thinking through exercises, brainstorming, sketching, case studies, and presentations.

This course is studio-based. The goal is to originate and then develop substantial creative projects using design thinking methods. Design thinking is not about the final product but the process of originating ideas and creative investigation. Design thinking is cross-disciplinary in nature, collaborative, iterative, and human-centered. Core concepts involve curiosity, imagination, divergent/convergent thinking, empathy, and observation.

To support the creative work we will have brainstorming sessions, intermediate critique and feedback, presentations, readings, discussions and in-class exercises. During our semester course we will do three projects, as well as a set of design thinking exercises.

OUTLINE OF GENERAL CLASS TOPICS

The major topics include the following. Additional topics will be incorporated as needed, such as content specifically influencing or important to the design or a project/assignment.

- > Introduction to Design Thinking (origin, context where it started, promoters, methods used, case studies).
- > Criticism for DT (arguments about traditional DT canons, case studies, pros and cons)
- > Design (re)thinking (a valuable mindset for equity-based design, an approach based on safe/brave spaces, positionality, horizontality, and intersectionality)
- > Problem identification + design research (problem identification methods, fieldwork, design thinking resources)
- > In-context design thinking mindset (thinking locally, integrating people, visualizing, iterating, testing, getting feedback. Equity, context, people, culture, and local histories are prioritized)
- > Journaling and process diagramming as methods of design reflection, documentation, and assessment.
- > Ideas & Action Projects, including final presentations (proposing strategic solutions to problems in context).

TECHNOLOGY REQUIREMENTS

Access to a computer/software and in-class use is required. Software and Hardware is listed under Required Materials. See this [website](#) for more details regarding hardware, software, specifications, and some purchasing options, including discounts for UF students. Because computer access is an institutional requirement, computer costs are designated as allowable costs for students who qualify for Financial Aid. Accordingly, Student Financial Affairs has added costs for access to a computer into budgets. For more information, contact your financial adviser in the Office of Student Financial Affairs directly.

REQUIRED MATERIALS

- > Adobe Creative Cloud Suite (UF Student Discount)
- > Laptop that meets the requirements on this [page](#)
- > A dedicated sketchbook
- > Access to digital camera (phone cameras work just fine)
- > There is no class book. Links to class materials will be provided every week

STUDIO NOTES

- > Everyone is expected to wear a mask at all times when inside any UF facility, even if you are vaccinated.
- > Cell phones should be silenced before roll is taken.
- > Please eat before or after class or during the break—not during class.
- > Clean up after yourself.
- > Critique ideas, not people.
- > Always contribute with constructive criticism during discussions and critiques.
- > Be honest. Dishonesty in any form (lying, cheating, plagiarizing, etc.) will not be tolerated.
- > Exit quietly if you need to use the restroom—you do not need to ask.

The use of cell phones or other personal and group distraction sources (including social networking and entertainment sites, such as Facebook, YouTube, etc.) is completely prohibited during class time. Do not text in class. Anyone found texting during a critique will be asked to leave.

ZOOM NOTES

- > Keeping your cameras turned on during class is highly encouraged.
- > Leave your microphone muted when you're not talking.
- > Cell phones should be silenced before roll is taken.
- > Be mindful of background noise.
- > Limit distractions.
- > Prepare materials in advance.
- > Always contribute with constructive criticism during discussions and critiques.

ATTENDANCE

Attendance is required for this class. You can miss two class days without penalty. Two late arrivals (after class begins) or early departures (before class is dismissed or ends) equal one absence. All unexcused absences after the first two cost -5 points each from the final grade in the course. More than 6 absences of any kind – missing more than 3 weeks of class – equals automatic course failure unless we make documented accommodations in advance. To receive an “excused” absence, you must do one of the following:

- > notify me **before** class begins that you will not be able to attend class
- > notify me **after** class begins and provide official documentation of a university-sanctioned reason to receive an excused absence. Military service, varsity sports travel, and illness are common excused absences when documented by a written note from a commanding officer, coach, or doctor

Regardless of the type of absence, you are still required to complete assignments, so it is vital that you contact me as soon as possible to discuss your options. It is your responsibility to keep track of your attendance record in Canvas. Requirements for class attendance, make-up exams, assignments, and other work in this course are consistent with university policies. Along with more information on how UF assigns grade points, you’ll find these by visiting: <https://catalog.ufl.edu/graduate/regulations/>

DEADLINES

All deadlines will be announced in class. All projects and exercises are due on the day and time given and will be considered late when critique has begun or after work has been called for. Late work is not accepted. Be sure to present your work on each critique session and show your progress. If you are absent or tardy it is your responsibility to obtain missed information from another student in the class.

If the reason for lateness falls under the excused absence list, illness or death in the family, there will be no penalty as long as work is completed by the new agreed upon date. However, students must always contact the instructor prior to the due date with an explanation for the absence.

GRADING & EVALUATION

Students will receive a detailed project sheet for each project outlining important dates, learning outcomes and evaluation criteria. Projects are due at the beginning of each class period on the assigned due date. **FAILURE TO MEET DEADLINES WILL AFFECT YOUR GRADE IN THIS CLASS.**

The final grade will result from:

- > **75% – SUM OF 3 PROJECTS**
(Project 1: 25% / Project 2: 25% / Project 3: 25%)
- > **10% – EXERCISES**
- > **10% – PROFESSIONALISM**
(Exercises, presentations, attendance, participation, attitude)
- > **5% – SKETCHBOOK**

* The project grade will result from: concept, form, craft, and presentation.

* Professionalism means that you bring requested supplies to class; complete and bring with you out-of-class assignments, sketches, books and notes; Provide constructive feedback during critiques and during group discussions; are prepared to discuss assigned readings; always act professionally, are punctual and meet project deadlines. Professionalism will also be evaluated individually for each project.

- > **TIMELINESS:** meet all final and intermediate deadlines. Arrive early.
- > **QUALITY / QUANTITY:** exceed the minimum, seek critique.
- > **INNOVATION:** seek difference, not similarity.
- > **COMMUNITY:** collaborate, listen and share.

GRADING SCALE

Grades will be assigned in accordance with University definitions; plus or minus indicate performance relative to the letter grade definition.

A | 100-93 A- | 92-90 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 and lower

PLEASE NOTE: You must earn a grade of B or higher for this course to count towards the certificate in Graphic Design.

TEXT & REFERENCES

In this course we have no specific academic readings. So no required textbook or course pack. We will use the UF e-Learning site, Canvas, to access other course materials and upload/share materials.

ABSENCES FOR RELIGIOUS HOLIDAYS

Students will be excused from class or other scheduled academic activity to observe a religious holiday of their faith with prior notification to the instructor. Students shall be permitted a reasonable amount of time to make up for the material or activities covered in their absence. Students shall not be penalized due to absence from class or other scheduled academic activity because of religious observances.

12-DAY RULE

Students who participate in athletic or extracurricular activities are permitted to be absent 12 regular class days per semester without penalty. It is the student's responsibility to maintain satisfactory academic performance and attendance.

COMMUNICATION

It is the student's responsibility to frequently check the Canvas course page and their UFL e-mail. Those are the instructor's primary methods of reaching students outside of class.

DISRUPTIVE BEHAVIOR

Be advised that you can and will be dismissed from class if you engage in disruptive behavior. Students 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.

The Dean of Students Office: www.dso.ufl.edu

HONESTY POLICY

As a result of completing the registration form at the University of Florida, every student has signed the following statement:

"I understand that the University of Florida expects its students to be honest in all of their academic endeavors and understand that my failure to comply with this commitment may result in disciplinary action up to and including expulsion from the University."

Dishonesty in any form (lying, cheating, plagiarizing, etc.) will not be tolerated and will result in automatic student failure of the course.

The university's policies regarding academic honesty, the honor code, and student conduct related to the honor code will be strictly enforced. Full information regarding the above mentioned policies is available at the following links:

Student Conduct & Honor Code:

dso.ufl.edu/sccr/process/student-conduct-honor-code

STUDENTS WITH DISABILITIES

Students requesting classroom accommodations must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then deliver this documentation to the instructor when requesting any accommodation.

Disability office: dso.ufl.edu/drc

COUNSELING SERVICES

Resources are available on campus for students who experience personal problems or lack clear career and academic goals, which interfere with their academic performance. Find out more here:

University Counseling Center

ADDRESS: 301 Peabody Hall **PHONE:** (352) 392 1575 **WEB:** counseling.ufl.edu

HEALTH & SAFETY

The School of Art + Art History Safety Manual will be reviewed in class. Students and instructors are responsible for following policy and procedures for making art safely at all time. The entire document is available online: saahhealthandsafety.weebly.com/handbook.html. All students are required to sign and turn in the signature page to the instructor on the first day of class. All users of the studio classrooms are expected to follow studio guidelines at all times. If you have any questions, ask your instructor.

Area rules

All users of the studio classrooms are expected to follow studio guidelines at all times. If you have any questions, ask your instructor.

- > Follow all SA+AH Health and Safety handbook guidelines.
- > Alcohol is not permitted (open or closed containers)
- > No eating or drinking in the lab.
- > Shoes must be worn at all times.
- > Protective equipment must be worn for hazardous work.
- > Do not block aisles, halls or doors with stored items or when working. This is a violation of fire codes.
- > Do not store anything on the floor. This impedes cleaning & creates a hazard.
- > Do not park bikes in the building.
- > Clean up spills immediately.
- > Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.
- > All users must follow the SA+AH Container Policy (see below).

SA+AH health and safety policy

There are 2 types of labels used in the SA+AH-YELLOW & WHITE. Both labels are found at the red MSDS box and are supplied by the SA+AH. Each is used for a different purpose:

WHITE: All new and or used product in containers (hazardous or what might be perceived as hazardous -i.e. watered down gesso, graphite solutions, satellite containers of solvents, powders, spray paints, fixatives, oils, solvents, etc...) must be labeled within the SA+AH to identify their contents. Labels can be found at the MSDS box in each studio and work area. All containers must be marked with your name, contents and date opened. All secondary/satellite containers for hazardous materials must be marked with content, your name and the date opened. All unmarked containers will be disposed of with no notice.

YELLOW: When hazardous items are designated as waste. All containers must have a yellow label identifying the contents that are designated as trash for weekly EHS pick up.

- > Flammable solid containers (red flip top) must have a yellow hazardous waste label on the outside.
- > 5-gallon jugs must have a yellow hazardous waste label on the outside.
- > Fibrous containers must have a yellow hazardous waste label on the outside.
- > Each item in the blue bin must have a yellow hazardous waste label.

NOTE: Hazardous Waste labels should include all constituents in the waste mixture as well as an approximate percentage of the total for that item and must add up to 100%. Labels should also include the Bldg & room # of the shop generating the waste along with the Waste Manager for your area; this is located on the SWMA sign posted at the sink or at the Waste Management Area.

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TENTATIVE COURSE SCHEDULE

SPECIFIC DETAILS ON EACH WEEK'S ACTIVITIES WILL BE ANNOUNCED IN ADVANCE, AS WELL AS ANY CHANGES IN PREVIOUSLY SCHEDULED ACTIVITIES.

August	WEEK 1	8/24	Syllabus / Design process diagram	
		8/26	P1 Intro / E1 Positionality statement / Mind mapping	
September	WEEK 2	8/31	Work day	
		9/2	Designing with people in mind / Generate First Prototype	
	WEEK 3	9/7	Work day	
		9/9	Class activity / Generate second prototype	
	WEEK 4	9/14	Work day	
		9/16	Class activity	
	WEEK 5	9/21	E2 Exploring the campus	
		9/23	Work day / P2 Introduction	
	WEEK 6	9/28	Revise and Prep for presentations	
		9/30	P1 DUE	
October	WEEK 7	10/5	Work day	
		10/7	Class activity	
	WEEK 8	10/12	E3 Group exercise / P3 Introduction	
		10/14	Class activity	
	WEEK 9	10/19	Revise and Prep for presentations	
		10/21	P2 DUE	
	WEEK 10	10/26	E4 Mind mapping	
		10/28	Class activity	
	November	WEEK 11	11/2	Work day
			11/4	Class activity
WEEK 12		11/9	Work day	
		11/11	Holiday	
WEEK 13		11/16	Work day	
		11/18	Class activity	
WEEK 14		11/23	Work day	
		11/25	Holiday	
WEEK 15		11/30	Work day	
		12/2	Revise and Prep for presentations	
December	WEEK 16	12/7	P3 Due	