

FASH A135: DESIGN THINKING

Item	Value
Curriculum Committee Approval Date	03/10/2021
Top Code	130300 - Fashion
Units	2 Total Units
Hours	54 Total Hours (Lecture Hours 27; Lab Hours 27)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

Course Description

Design problem solving and planning through the prototyping process. The study of the design process including inspiration, ideation, and implementation of design concepts. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Demonstrate and evaluate the design thinking process (inspiration, ideation, and implementation) through the completion of design projects that are professional in layout, construction, and theme and incorporate concepts from design research.

Course Objectives

- 1. Research current designs and trends in the marketplace.
- 2. Develop a design board to include inspiration and research specific to (design statement) assigned design project
- 3. Develop design prototypes based on inspiration research.
- 4. Identify needed tools and techniques for prototyping process.
- 5. Create a concept statement to support design project.
- 6. Create/build a variety of design projects from prototype to final presentation.
- 7. Present completed project to the class and industry expert
- 8. Implement storytelling, piloting, and modeling of design process through final project presentations.
- 9. Evaluate design project

Lecture Content

Design Process Inspiration People Products TV Movies Magazines Travel Music Nature Technology Research Internet Library books Museums Forecasting services Design Presentation Research Inspiration Prototyping Design concept/ story/ statement Professional presentation Tools and Techniques Basic construction techniques related to various projects, may include:(sewing, art, woodworking, graphics, 3D construction) Tools of the trade Professional Presentation Skills Oral Written Visual Designer Research Online Videos Periodicals and reference books Design Project Write a concept statement Create a story

board Design and build a project using current industry-standard tools and techniques Present and evaluate concepts.

Lab Content

Lab work: Inspiration/ Research Design Boards/ Storyboard/ Ideation Prototype design concepts Design Project: Design and build a project using current industry-standard tools and techniques

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Instructional Techniques

Lecture, student presentations, field trips/ guest speakers, team projects, and assigned classroom activities

Reading Assignments

Articles and resources provided by instructor. 1-2 hours per week.

Writing Assignments

Reading/writing assignments, research/ inspiration, design prototyping, evaluations. 1-2 hours per week.

Out-of-class Assignments

Design research and project development. 1-2 hours per week.

Demonstration of Critical Thinking

Problem-solving exercises, story board development, skills demonstration, writing assignments

Required Writing, Problem Solving, Skills Demonstration

Reading/writing assignments, story board labeling

Eligible Disciplines

Family and consumer and studies/home economics: Masters degree in family and consumer studies, life management/home economics, or home economics education OR bachelors degree in any of the above AND masters degree in child development, early childhood education, human development, gerontology, fashion, clothing and textiles, housing/interior design, foods/nutrition, or dietetics and food administration OR the equivalent. Masters degree required. Fashion and related technologies (merchandising, design, production): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Luchs, M., Scott Swan, S., Griffin, A.. Design Thinking: New Product Development Essentials from the PDMA, 1st edition ed. Hoboken: Wiley-Blackwell, 2016

Other Resources

1. Selected handout materials to be provided and distributed by the instructor.