

BACHELOR'S DEGREE IN DESIGN AND INNOVATION**SYLLABUS****PRODUCT DESIGN PRINCIPLES**

ACADEMIC YEAR: 2026-27

COURSE: 1st

CHARACTER: Basic Training

SEMESTER: 1st

ECTS: 6

TEACHING HOURS: 45

HOURS OF SELF-EMPLOYMENT: 105

TOTAL HOURS: 150

LANGUAGE/S: Spanish

CODE: 16971

TEACHING TEAM: Salva Fàbregas sfabregas@elisava.net**PRESENTATION OF SUBJECT / OBJECTIVES**

Introduction to the processes and languages of the Product Design specialization from the knowledge and development of its own codes. Use of the basic and common elements that underpin the principles of design.

SUSTAINABLE DEVELOPMENT GOALS (SDGS)

This subject does not specifically incorporate any SDGs but incorporates and participates with Elisava's sustainability objectives in the sustainability and recircularity of materials.

CONTENTS

- Fundamentals of the different fields of design: languages, contexts and references.
- Immersion in the project process based on the concepts of: form, as a means of expression and support of an idea; composition, as a combination of components to configure a result; proportion, as the interrelation between the different magnitudes; materiality, as a set of sensory perceptions.
- Symbolism, process and environmental impact.
- Introduction to the Product Design Project: Form, Function, and Materiality

TEACHING METHODOLOGIES

- Work sessions with the whole group, class with the teacher. (PA)

COMPETENCIES

- Developing a creative attitude of experimentation, under scientific and humanistic criteria, which favours the exploration of relevant and innovative contributions (G1)
- Integrating formal sensitivity as a fundamental part of the project process (G3)
- The student must know how to apply their knowledge to their work or vocation in a professional way and to possess the competencies that are usually demonstrated through the elaboration and defence of arguments and the resolution of problems within their area of study (CB2)

- Acting with a spirit and critical reflection in the face of knowledge in all its dimensions, showing intellectual, cultural and scientific concern and commitment to rigour and quality in professional demand (T1)
- Developing coherent design projects with their own vision of design (E2)
- Experimenting with materials, processes and techniques to add value to the design project (E5)
- Developing the appropriate material to communicate and make decisions effectively in each of the phases of the design project (E10)

LEARNING OUTCOMES

- Applying their knowledge to solve problems in complex or professional and specialized work environments that require the use of creative and innovative ideas.
- Globally evaluating the learning processes carried out according to the plans and objectives set, and establishing individual improvement measures.
- Explaining and demonstrating consistency in the design project with respect to a personal approach.
- Creatively applying the technical knowledge that adds value to the project.
- Clearly explaining the project through the choice and use of the appropriate representation tools.

TRAINING ACTIVITIES

Each subject will present at the beginning of the course its WORK PLAN where the didactic activities per week / session / autonomous work are recorded.

EXAMINATION**EXAMINATION SYSTEMS**

The evaluation of the subject will be based on continuous monitoring of the student's academic work throughout the course.

EVALUATION SYSTEM	MINIMUM WEIGHTING	MAXIMUM WEIGHTING	FINAL WEIGHTING
P1-Observation of participation	5	10	10
P2-Follow-up of the work done	20	30	30
P5-Completion of required work or projects	40	80	60

EXAMINATION CRITERIA

The final grade of the subject will be the weighted average of the grades of the assessable activities according to the following table:

ASSESSABLE ACTIVITY	WEIGHT	RECOVERABLE (up to 50%)	EXAMINATION SYSTEM
Activdad-1 Project-Foam	10%	YES*	P-5
Activdad-1 Project-Foam (participation/follow-up)	5%	NO	P-1/P-2
Activity-2 Project-Sheet	20%	YES*	P-5
Activity-2 Project-Sheet (participation/follow-up)	15%	NO	P-1/P-2
Activity-3 Project-Wood	30%	YES*	P-5

Activity-3 Project-Wood (participation/follow-up)	20%	NO	P-1/P-2
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Students will have the option of retaking the retake tests. The retake tests will be carried out in the period of the semester allocated to this function, not being able to recover more than 50% of the subject.

* In the event that the Recoverable Assessable Activities exceed 50%, the student body may choose, up to a limit of 50%.

The unjustified non-submission of any assessable activity implies a grade of 0, even if the activity has been classified as Recoverable.

Recoverable Activities can only be recovered when they have been submitted by the student body on the indicated date and with a grade equal to or greater than 3.

** In order to calculate the final grade of the subject, it will be necessary to obtain a minimum grade of 4 in the weighted average of the exams (P-4 evaluation system).

If access to the retake test is waived, the grade achieved in the first instance will be maintained. In case of taking the recovery, the grade obtained will be the last, even if it is lower than the first.

Plagiarism or copying of other people's work is penalised in all universities and, according to the Rules of Coexistence of the University of Vic-Central University of Catalonia, they constitute serious or very serious offences. That is why in the course of this subject any indication of plagiarism or misappropriation of texts or ideas other people ([What is considered plagiarism?](#)) as well as the improper or undeclared use of Artificial Intelligence in an activity, automatically translates into a suspension and/or other disciplinary measures ([Normes de Convivència de la Universitat de Vic-Universitat Central de Catalunya](#)).

For any questions or queries, see the ([Academic Regulations of the Bachelor's Degree of the Faculty of Design and Engineering Elisava UVic-UCC](#)).

BIBLIOGRAPHY AND TEACHING RESOURCES

- Campi, Isabel. 2003. *Iniciació a la història del disseny industrial*. 3ª ed. Barcelona: Edicions 62
- De Fusco, Renato. 2005. *Historia del diseño*. Barcelona: Santa & Cole
- Gorman, Carma R., ed. 2003. *The industrial design reader*. New York: Allworth Press
- Newson, Alex, Eleanor Suggett, Deyan Sudjic. 2016. *Designer maker user*. London: Phaidon: Design Museum
- Raizman, David. 2010. *History of modern design: graphics and products since the Industrial Revolution*. 2ª ed. London: Laurence King
- Torrent, Rosalía, Joan M. Marín. 2005. *Historia del diseño industrial*. Madrid: Cátedra
- Munari, Bruno. *Como nacen los objetos*. Barcelona: Gustavo Gili.
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- Fiell, Charlot & Peter. *El Diseño del siglo 21*. Colonia. TASCHEN.
- Rams, Dieter. *As Little Design as possible*. PHAIDON.
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- Kamprad, Ingvar & Torekull, Bertil. 2008. *Historia de IKEA*. Navarra. La esfera de los Libros, S.L.
- Ayala, Conejero, Fernández & Martínez. 2019. *Guía para diseñadores prototipado industrial*. Parramon
- Hallgrímsson. 2016. *Diseño de producto: maquetas y prototipos*. Prompress