

98-2 大葉大學 完整版課綱

基本資訊

課程名稱	進階工業產品設計(二)	科目序號 / 代號	1408 / DAR5014
開課系所	設計暨藝術學院碩士班	學制 / 班級	研究所碩士班1年1班
任課教師	約翰蓋格	專兼任別	專任
必選修 / 學分數	選修 / 3	畢業班 / 非畢業班	非畢業班
上課時段 / 地點	(二)34N / G301-1(四)34N / G301	授課語言別	英文

課程簡介

了解數位科技的內容，對時下數位生活的探討，數位生活形態下的使用者需求，開發符合生活型態之智慧型產品，創造市場的新契機。

課程大綱

- a.生活型態調查
- b.數位科技
- c.數位生活形態(市場資料調查，市場預測分析)
- d.趨勢分析(競爭者分析)
- e.語意的切入延伸
- f.介面符號
- g.面板與3C產品之嵌合配合設計(2D、3D建模應用)

基本能力或先修課程

基本的設計理論、方法與知識進行進階工業設計(二)的實際運用與學習。

課程與系所基本素養及核心能力之關連

- 設計藝術與人文整合能力
- 設計管理統合能力

成績稽核

教科書(尊重智慧財產權，請用正版教科書，勿非法影印他人著作)

書名	作者	譯者	出版社	出版年
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無參考教科書

參考教材及專業期刊導讀(尊重智慧財產權，請用正版教科書，勿非法影印他人著作)

書名	作者	譯者	出版社	出版年
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無參考教材及專業期刊導讀

上課進度		分配時數(%)				
週次	教學內容	講授	示範	習作	實驗	其他
1	Define a typical lifestyle group of your interest.	30	30	30	10	
2	Create a board with useful information (A2 size or 2 A3 sheets).	30	30	30	10	
3	Show a (lifestyle-)story to explain the need of a new design creation.	30	30	30	10	
4	Express your ' user ' - background as close as possible by an	30	30	30	10	
5	3 different product ideas based on your further information.	30	30	30	10	
6	Define the specific tasks for one chosen proposal and transform them into practical solutions.	30	30	30	10	
7	Create an unique (Brand-) name and logo for your tool and story	30	30	30	10	
8	Show feasible concepts to express your story as well as the technical (production-) demands by useful hand sketches.	30	30	30	10	
9	Work out a 2D presentation in hand- and (or) computer based drawings and define the scaled or original dimensions in at least 2 views, including a perspective view. Communicate your story in 2D.	30	30	30	10	
10	Work out a 2D presentation in hand- and (or) computer based drawings and define the scaled or original dimensions in at least 2 views, including a perspective view. Communicate your story in 2D.	30	30	30	10	
11	basic proportions and appearance by pre-made, simplified models.	30	30	30	10	
12	Study basic proportions and appearance by pre-made, simplified models	30	30	30	10	
13	Design standard model made by a useful choice of materials.	30	30	30	10	
14	Show your final solution in a 1:1 or scaled model to proof the concept, ergonomy and proportions.	30	30	30	10	
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16	Show your final solution in a 1:1 or scaled model to proof the concept, ergonomy and proportions.	30	30	30	10	

17	Prepare a professional overall 2D and 3D presentation	30	30	30	10
18	very final presentation	30	30	30	10
