# NIRMA UNIVERSITY INDUSTRIAL DESIGN PROGRAMME

# Bachelor of Design, Department of Design Year III, Semester VI

L	T	P	C
		12	8

Course Code	IDPR 321	
Course Title	Design Project: Technically Complex Device	

# **Course Learning Outcomes (CLO):**

At the end of the course the student will:

- 1. Design a technically complex device
- 2. Develop a prototype of a working product
- 3. Create design concepts based on conventional needs and create unconventional and contextually new ideas
- 4. Develop understanding of user needs and functionality of products based on experiential and qualitative user research

Syllabus: Total Teaching hours: 180

#### **Unit 1: Identification of Opportunity Areas and Product Intervention:**

**Teaching hours: 12** 

- 1.1 Study of conventional products, locating opportunities that are new responses to emerging context
- 1.2 Study of unconventional products whose function is cultural/symbolic: locating potential for redefinition of the product for new age User/Consumer
- 1.3 Study and locate a need through personal experiential situations or through Qualitative Users' survey to identify needs areas that have potential for defining new product Category

#### Unit 2: Study of Smart Technology in everyday products/devices/appliances:

**Teaching hours: 12** 

- 2.1 Understand Mechanisms involved
- 2.2 Understand Electronics (Sensors, Actuators, Frequencies) involved

#### **Unit 3: Selection of Opportunity Area and articulation of Design brief:**

**Teaching hours: 24** 

- 3.1 Articulation of need/aspiration (Unmet and unarticulated needs)
- 3.2 Defining attributes and functional requirements
- 3.3 User persona and profile
  - Stakeholder analysis
  - Final design brief

#### **Unit 4: Concept Development of Smart Product:**

- 4.1 Ideation and iterations based on User needs and functionality
- 4.2 Quick prototyping using appropriate materials and technology for concept
- 4.3 validation

### **Unit 5: Product finalization and Product detailing:**

Teaching hours: 30

**Teaching hours: 42** 

- 5.1 Product detailing
- 5.2 Product renders
- 5.3 Design Drawings

# **Unit 6: Prototyping:**

- Teaching hours: 60
- 6.1 Scaled working prototype in actual/simulated materials
- 6.2 User product trials

# **Suggested Readings:**

- 1. *Smart Products, Smarter Services: Strategies for Embedded Control*, Author: Mary J. Cronin, Publisher: Cambridge University Press, 2010
- 2. Smarter Homes: How Technology Will Change Your Home Life (Design Thinking), Author: Alexandra Deschamps-Sonsino, Publisher: Apress, 2018
- 3. Customer Centered Products: Creating Successful Products Through Smart Requirements Management, Author: Ivy F. Hooks, Kristin A. Farry, Publisher: AMACOM, 2000
- 4. Material Value: More Sustainable, Less Wasteful Manufacturing of Everything from Cell Phones to Cleaning Products, Author: Julia L F Goldstein, Bebo Press, 2019

w.e.f. Academic year \_2019 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit