

Academic Year/course: 2021/22

## 25864 - Aesthetics and the History of Design

### Syllabus Information

**Academic Year:** 2021/22

**Subject:** 25864 - Aesthetics and the History of Design

**Faculty / School:** 110 - Escuela de Ingeniería y Arquitectura

**Degree:** 330 - Complementos de formación Máster/Doctorado

558 - Bachelor's Degree in Industrial Design and Product Development Engineering

**ECTS:** 6.0

**Year:** 558 - Bachelor's Degree in Industrial Design and Product Development Engineering: 1

330 - Complementos de formación Máster/Doctorado: XX

**Semester:** First semester

**Subject Type:** 330 - ENG/Complementos de Formación

558 - Compulsory

**Module:**

## 1. General information

## 2. Learning goals

### 2.1. Competences

#### BASIC COMPETENCES

CB01. Students have demonstrated knowledge and understanding in a field of study that is part of the general secondary education curricular, and is typically at a level which, although it is supported by advanced textbooks, includes some aspects that involve knowledge of the forefront of their field of study.

CB02. Students can apply their knowledge to their work or vocation in a professional manner and have competences typically demonstrated through devising and defending arguments and solving problems within their field of study.

CB03. Students have the ability to gather and interpret relevant data (usually within their field of study) to inform judgments that include an important reflection on social, scientific or ethical issues.

CB04. Students can communicate information, ideas, problems and solutions to both specialist and non-specialist audiences.

CB05. Students have developed those skills needed to undertake further studies with a high degree of autonomy.

#### GENERAL COMPETENCES

GC04. Ability to organize time effectively and coordinate activities to acquire new knowledge quickly and perform under pressure.

GC06. Ability to generate the necessary documentation for the proper transmission of ideas through graphics, reports and technical documents, models and prototypes, oral presentations in Spanish and other languages.

GC08. Ability to learn continuously, to develop autonomous learning strategies and to work in multidisciplinary groups with motivation and determination to achieve goals.

#### SPECIFIC COMPETENCES

SC11. Ability to analyze industrial design in its technological, aesthetic, historical, and cultural context, managing literature and visual sources and employing the specific technical vocabulary of industrial design and product development.

## 3. Assessment (1st and 2nd call)

## 4. Methodology, learning tasks, syllabus and resources

### 4.1. Methodological overview

See "Learning activities" and "Syllabus". More information will be provided on the first day of class.

### 4.2. Learning tasks

The course includes the following learning tasks:

- Lectures.
- Practical lectures.
- Individual work.
- Personal study.
- Assessment activities.

### 4.3. Syllabus

The course will address the following topics:

- 1. Industrial design: definition and methodology.
- 2. The industrial object.
- 3. The formal aesthetics of the industrial object.
- 4. The industrial revolution and the beginnings of industrial design.
- 5. The search for total art: Art Nouveau.
- 6. The beginnings of architectural modernity and the first steps of industrial design.
- 7. Neo-plasticism and constructivism.
- 8. Bauhaus and Walter Gropius.
- 9. The consolidation of the modern movement: Le Corbusier, Mies van der Rohe and Alvar Aalto.
- 10. Art Deco.
- 11. Industrial design in the United States in the interwar period.
- 12. Industrial design after the Second World War: the triumph and expansion of the international style.

### 4.4. Course planning and calendar

See the academic calendar of the University of Zaragoza

More information will be provided on the first day of class.

Each subject/course timetables, starting and ending dates, teaching schedules and teachers' office hours are published and can be found at EINA website: <https://eina.unizar.es/>