



HDK-VALAND - ACADEMY OF ART AND DESIGN

DEMCD2 Play, Perception and Culture, 30 credits

Lek, varseblivning och kultur, 30 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Faculty of Fine Applied and Performing Art on 2009-12-18 and was last revised on 2022-12-13 by HDK-Valand - Academy of Art and Design to be valid from 2023-01-16, spring semester of 2023.

Field of education: Design 100%

Department: HDK-Valand - Academy of Art and Design

Position in the educational system

This course is a second-cycle programme course, but can also be taught as an independent course.

The course can be part of the following programme: 1) MFA Programme in Child Culture Design (K2CCD)

Main field of studies

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Specialization

A1F, Second cycle, has second-cycle course/s as entry requirements

Entry requirements

Students are eligible to attend this course if they have achieved a Pass (G) of at least 15 credits on earlier courses after established study regulation in accordance with Artistic Master's (120 credits) programme Child Culture Design, or the equivalent.

Learning outcomes

On successful completion of the course the student will be able to:

Knowledge and understanding

- discuss and relate to co-design as a method for handling the child's perspective in the design process
- relate to own design practice to the theory of play, outdoor play and child development
- relate to own design practice to narration theories

Competence and skills

- identify and formulate a project idea in dialogue with users
- present results and motivate the relevance of choices of design related to children's culture and reference to the design practices of others and provided literature
- identify and position personal expression to create and realize own artistic ideas

Judgement and approach

- Critically discuss the designer's role and responsibility in the field of child culture
- briefly evaluate and assess own and others' design projects in the contexts of children's culture and child culture
- justify choice of expression towards children as a target group

Course content

The overall theme is "play, perception and culture" and contains elements that illustrate the noted concepts linked to child culture, children's culture and design. The course continues building on a theoretical knowledge platform that was introduced in the course DEMCD1. Through a series of lectures, students are given the opportunity to take part of multidisciplinary research, and gain practice in referring to research results in their design projects.

The required reading forms an initial critical mass of references that are the basis for joint discussions on the field of design. The course allows students to delve into the artistic methods and they are introduced to methods for developing their own design process with a focus on co-design. Students also gain experience using reference materials in his design practice.

Sub-courses

1. Storytelling (*Storytelling*), 7.5 credits

Grading scale: Pass (G) and Fail (U)

The purpose of the Storytelling module is for students to deepen their artistic practice linked to narrative design. The course focuses on visual communication as a medium for meaning and narrative. The module is based on the student's own interests. Personal artistic expression is the focus and is contextualized in terms of the subject of design, child culture and children's culture. Work is done individually. Students are trained to discuss others' artistic work.

2. **Mobility and Play** (*Mobilitet och lek*), 22.5 credits

Grading scale: Pass (G) and Fail (U)

The Mobility and Play module focuses on outdoor play. Using the play opportunities offered by public settings, such as school yards and playgrounds, the course examines the conditions related to both the sites and the tools available.

Lectures, workshops, text seminars and study visits provide a knowledge platform about outdoor play and the place of children in public spaces. The artistic exploration ranges from physical structure of the space, through virtual platforms to the design of the artefacts that enable the activities. The design projects is contextualized using references from other design projects, the given context, the meeting with the users and the required reading. Students are trained to find and formulate a subject question. In the meeting with the users, i.e. the children, the course explores, applies and problematizes co-design as part of the design process. Students work in groups but with individual writing assignments, references and documentation that are graded.

Form of teaching

The course includes practical artistic exercises in the form of group-formulated projects and individual written assignments and in the form of oral and written presentations related to the project. The course includes lectures, literature seminars and individual and group supervision.

Language of instruction: English

Assessment

Learning outcomes will be examined through:

The module Storytelling:

- practical assignments, presented orally and supported by text and visual media
- serving as an opponent orally to another student's work

The module Mobility and Play:

- oral and visual presentations of practical projects and other practical assignments at scheduled examination seminars
- oral presentations of reading and writing assignments at scheduled seminars
- submission of written assignments

Students will be examined at the end of each module. Examination will be based on an overall assessment of the student's achievements during the course.

If a student, who has failed twice in the examination of the same module, wishes to change examiner before the next scheduled examination, the student is to submit their request in writing to the responsible department. Such a request will be granted unless

there are special grounds for its denial. (Chapter 6, Section 22 of Higher Education Ordinance).

When a course has been discontinued or has undergone major changes, the student will ordinarily be guaranteed at least three opportunities to undergo examination (including the ordinary examination) over a period of at least one year, based on the course's former structure.

Grades

The grading scale comprises: Pass (G) and Fail (U).

For grade Pass (G) in the whole course the grade Passed is required for all modules.

Course evaluation

Students are offered an opportunity to evaluate the course individually in writing and orally in a group in connection with the course's conclusion. A summary of the evaluation's results and the instructor's own reflections will form the basis for the design of future courses. The results of the course evaluation will be communicated to the students who participated in the evaluation through GUL and orally to those about to start the course at its commencement. Students will be informed of any changes to the structure of the course when the next course starts.

Additional information

- The student is responsible for any expenses for material.