



UNIVERSITI TEKNOLOGI MARA

DTC750: DESIGN FOR INDUSTRIES

Course Name (English)	DESIGN FOR INDUSTRIES APPROVED
Course Code	DTC750
MQF Credit	3
Course Description	This course emphasis on the emphasis on the expose towards concept studies that related into innovative ideas and creations which are justified to the industrial needs. Student are exposed to actual industry discipline through visits and observation. These linkages are value added as preparation for future designers and researchers.
Transferable Skills	Demonstrate the ability to iddentify problems and solving them. Up grading student's confidence in making decsion and technical knowledge.
Teaching Methodologies	Lectures, Blended Learning, Studio, Field Trip, Discussion, Presentation
CLO	CLO1 Ability to use information, learn material, methods, concepts, theories, principle, laws in new situation CLO2 Ability to compare, contrast and resolve conflict to built a consistent value system in design process CLO3 Ability to built task in a habitual manner with a degree of confidence and proficiency
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction to the discipline of Design for Industries 1.1) n/a	
2. Development Processes and Organizations 2.1) n/a	
3. Product Planning 3.1) n/a	
4. Identifying Customer Needs 4.1) n/a	
5. Product Specification 5.1) n/a	
6. Concept Generation, Selection and Testing 6.1) n/a	
7. Product Construction 7.1) n/a	
8. Three dimensional Design 8.1) n/a	
9. Design for Manufacturing 9.1) n/a	
10. Prototyping 10.1) n/a	
11. Robust Design 11.1) n/a	
12. Patents and Intellectual Property 12.1) n/a	

13. Product Development Economics
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13.1) n/a

14. Managing Projects

14.1) n/a

Assessment Breakdown		%	
Continuous Assessment		100.00%	

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	n/a	30%	CLO2
	Assignment	n/a	30%	CLO3
	Assignment	n/a	40%	CLO1

Reading List	Recommended Text	<ul style="list-style-type: none"> • Abidin, S.Z. 2012, <i>Practice-based design thinking for form development and detailing</i>, Norwegian University of Science and Technology Trondheim: • Abidin, S.Z., Abdullah, M.H., and Yusoff, Z. 2013, <i>Seni Reka Perindustrian: daripada Idea kepada Lakaran</i>, Dewan Bahasa dan Pustaka Kuala Lumpur • Norwani Md. Nawawi 2003, <i>Songket Malaysia</i>, Dewan Bahasa dan Pustaka Kuala Lumpur • Ulrich, K.T. and Eppinger, S.D. 2004, <i>Product Design and Development</i>, The McGraw-Hill Companies, Inc New York
	Reference Book Resources	<ul style="list-style-type: none"> • Arnheim, R. 1969, <i>Visual thinking</i>, University of California Press Berkeley and Los Angeles • Codina, C. 2006, <i>The Complete Book of Jewelry Making: A Full-color Introduction to the Jeweler's Art</i>, Sterling Publishing Co. Inc NY • Cross, N 2006, <i>Designerly Ways of Knowing</i>, Springer-Verlag London • Cross, N., Christiaans, H., & Dorst, K 1996, <i>Analysing design activity</i>, John Wiley & Sons Ltd. West Sussex • Wan Hashim Wan Teh 1996, <i>Malay Handicraft Industries: Origin and Development.</i>, Dewan Bahasa dan Pustaka. Kuala Lumpur • Clive Hallett and Amanda Johnston 2010, <i>Fabric for Fashion</i>, Laurence King Publishing. London • Gedenryd, H. 1998, <i>How Designers Work</i>, Lund University. Lund
Article/Paper List	Reference Article/Paper Resources	<ul style="list-style-type: none"> • Desmet, P.M.A., & Hekkert, P. 2007, Framework of product experience. ., <i>International Journal of Design.</i>, 1(1), 11 • Crilly, N., Moultrie, J., & Clarkson, P. J 2004, Seeing things: consumer response to the visual domain in product design, <i>Design Studies</i>, 26 (6), 30
Other References	This Course does not have any other resources	