

ΠΕΡΙΓΡΑΜΜΑ ΜΑΘΗΜΑΤΟΣ (Course Syllabus)

1. General

School	School of Humanities and Social Sciences		
Department	Department of Culture, Creative Media and Industries		
Study Level	Undergraduate		
Course code	EP343	Semester	3
Course Title	Narratives and Post-Industrial Design		
Autonomous Teaching Activities		Weekly Teaching Hours	Credits
Lectures and Tutorials		4	6
Course Type <i>Υποβάθρου , Γενικών Γνώσεων, Επιστημονικής Περιοχής, Ανάπτυξης Δεξιοτήτων</i>	Scientific area, developing skills		
Prerequisites:	No		
Course teaching and evaluation language:	Greek		
The course is offered to Erasmus incoming students	Yes		
Course Page (URL)			

2. Learning Outcomes

Learning Outcomes

Describe the learning outcomes of the course, the specific knowledge, skills and abilities students will acquire upon successful completion of the course of the appropriate level.

- 1) Understanding and application of basic principles of architectural design in exhibition spaces.
- 2) Development of creative skills.
- 3) Construction of 3D models, use of appropriate tools and materials.

General Skills

Taking into account the general competencies that the graduate must have acquired (as listed in the Diploma Supplement and listed below), which one (s) does the course aim for?

Research, analyze and synthesize data and information, using the necessary technologies

Adaptation to new situations

Decision making

Independent work

Teamwork

Working in an international environment

Working in an interdisciplinary environment

Production of new research ideas Project design and management

Respect for diversity and multiculturalism

Respect for the natural environment

Demonstrate social, professional, and ethical responsibility and gender sensitivity

Exercising criticism and self-criticism

Promoting free, creative, and inductive thinking

Independent work

Teamwork

Project design and management

Promoting free, creative, and inductive thinking

3. Course Content

In the post-industrial era, design does not necessarily originate from professional creators (architects, designers) neither does it relate to a specific market (e.g. fashion), or a specific production (industrial design or product). Nowadays, social transformations require the

possibility of experimental and interdisciplinary bottom-up answers to a multitude of questions (Spielmann & Bahtsetzis, 2013).

Recent crises (economic, pandemic) have demonstrated the characteristics of the production process of the post-industrial era: small-scale production, attention to detail using robotic technology, recycling of materials, inversion of the centre-periphery relationship and local production, direct and automated global shipping, promotion through social networks. The creators themselves also changed their identity: individuals, small local associations, pop-up shops and start-up companies promoting new objects and services, establishing a direct creator-user relationship, combining pre-mechanical handmade creation with automated post-industrial structure of communication services. The objects/services themselves were escaping the classical categorizations of the one-way use of industrial production. A digital phone can now power a fan, and used sail sails can now make clothes, footwear, and protective masks, while design can even be considered the organization of an ecological awareness action that involves the community in both its design and implementation. All this, while the narratives of the creators themselves (as persons or systems of persons) in social networks coexist with detailed instructions on how to make anything with your own hands (do it yourself) and complete or even finish the object or service you bought or rented.

Based on this description of the post-industrial condition, the workshop introduces students to the principles of designing objects (spring semester) and space (fall semester). More specifically, architectural design focuses on the area of exhibition spaces (open and closed), as they are now defined as vehicles of meaning. The course introduces students to basic design principles such as scale, representation, accessibility, and the closed-open relationship. The lessons are organized through the following modules:

- Model Construction (scale, material representation and aura).
- View (Representation/symbolism/relation of outside to inside)
- External space (relationship between built/unbuilt/environment)
- Access (Relationship of movement and stance)
- The museum of one object.

The methodology of the workshop is based on representation through collage and model making. Emphasis is placed on different types of narrative, experimentation, and the students' experiential relationship with the space.

Lesson 1 - 2

Presentation of the course/exercises/assessment criteria/exercises/questionnaire.
Distinction between Industrial and Post-industrial design.
What is a floor plan? How do we measure? How do we capture? What do we capture?

Lesson 3 -4

Facade (the relationship of outside to inside)

Lesson 5 - 6

Accessibility (the relationship between movement and stasis: elevators, ramps, and spaces)

Lesson 7 - 8

Outside environment (the relationship of the outside to the building/built to the unbuilt and nature):

9th Lesson Presentation/ evaluation by fellow students.

Lesson 10-11-12-13

The museum of one object: in an existing or hypothetical exhibition space, in an existing museum, new shell, or monument, you are asked to choose one object and set up a space that highlights a story around that object, (architecture meets museum design).

4. Instructive and Learning Methods - Evaluation

Delivery Method.	Delivered by physical presence	
Use of IT's in teaching and communication with students	<ul style="list-style-type: none"> • PowerPoint presentations • Support Learning Process via the e-class platform • Electronic communication with students 	
Teaching Structure <i>The methods of teaching are described in detail</i> <i>The student study hours for each learning activity are recorded as well as the non-instructional study hours so that the overall workload at semester level corresponds to ECTS standards.</i>	Methods	Semester Work Load
	Team projects	4*25
	Individual project	2*25
	Course Total (25 Hrs. Workload per Credit Unit)	25*6=150
Student Evaluation <i>Description of the evaluation procedure</i>	<p><i>The evaluation criteria are explicitly mentioned during the first introductory lecture. They are also available, in the course description on the university's eclass asynchronous e-learning platform.</i></p> <p>This is a mandatory laboratory course. Only Up to three absences are excused. Continued absence from the course will result in a grade reduction at the discretion of the instructor.</p> <p>Students work primarily during the course under the supervision of the instructors, using the materials and tools provided. Homework is supplementary. Make sure that you can bring your materials to the classroom. No corrections via email/photos will be made.</p> <p>Teamwork (maximum of two people) assignments. You may change group from exercise to exercise if you are not satisfied. Percentage of final grade: 60%. 4 weeks individual assignment: percentage of final grade: 40%.</p> <p><u>Exams</u> February exam: Delivery and presentation of all assignments. September re-examination: Delivery and presentation of all assignments.</p>	

5. Recommended Readings

SPIELMANN Max, ΒΑΗΤΣΕΤΖΙΣ Sotirios, *Post-industrial Design.Our standpoint. Institute HyperWerk*. Basel : Verlag Hyperwerk, 2013

INGOLD Tim, *Η αντίληψη του Περιβάλλοντος. Δοκίμια για τη διαβίωση, την κατοίκηση και τις δεξιότητες*, Αθήνα: Εκδ. Αλεξάνδρεια, 2016 [Κωδικός Βιβλίου στον Ευδοξο:33154500]

Pallasmaa Juhanni, *Τα μάτια του δέρματος. Η αρχιτεκτονική και οι αισθήσεις*, Πανεπιστημιακές εκδόσεις Κρήτης, 2022.

Τζώρτζη Κάλη, *Ο Χώρος στο Μουσείο. Η αρχιτεκτονική συναντά τη μουσειολογία*, Αθήνα: Πολιτιστικό Ίδρυμα Τράπεζας Πειραιώς, 2013 [Κωδικός Βιβλίου στον Εύδοξο: 33154025]

Χαμηλάκης Γιάννης, *Η αρχαιολογία και οι Αισθήσεις. Βιωμα, μνήμη και συν-κίνηση*, Αθήνα: Εκδ. του Εικοστού Πρώτου, 2015 [Κωδικός Βιβλίου στον Εύδοξο: 50656429]

Ηλεκτρονικές πηγές

Κερτεμελίδου, Παρασκευή, *Η ταυτότητα του βιομηχανικού χρηστικού αντικειμένου*, Κάλλιπος, Ανοιχτές Πανεπιστημιακές Εκδόσεις, 2023.

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