



ID202: Idea and Expression

🕒 Class Time

MTWTh 9:00 – 12:00

📍 Location

To be announced

📖 Credit

3

👤 Instructor

Professor NAM, Ki-Young (knam@kaist.ac.kr)
Office Hours: #218

📋 Required Materials

(The materials can be bought from the stationary store in Tae Wool Kwan on campus – not necessary to bring them from your country!)

Drawing Classes

• For the 2nd class:

1. A3 drawing pad (thin paper for pen)
2. Water-based marker (sign) pen
3. Tissue or soft cloth
4. Transparent plastic sheet
5. Paper glue (for making cube, cylinder, etc.)

• For other drawing classes:

1. Same as above except nos. 3, 4
2. 2B, 4B, HB pencils
3. A3 drawing pad (thick paper for pencil)
4. Kneaded eraser

Project Classes

- 1 x Laptop computer per group
 - The computer must be fully-charged (prepare before class)
 - Install Power Point if not already installed
- 1 x Digital camera per group
 - Make sure batteries are full, memory card with space
 - Bring communication device. ex) Card reader or USB cable for camera
 - Smartphones are OK
- 1 x USB stick (disinfect before bringing to class!!!)
- A3 papers for idea sketches and soft models (20 sheets per person)
- Glue, sticky tape, scissors, knife, cutting edge, cutting mat, etc.
- Materials for building test models and final prototypes (TBA)

Assignment for the 3rd class

- Make a cube in cardboard (100 x 100 x 100mm)
- Make a cylinder in cardboard (70 x 200mm)
- Take a photo of the campus from a vantage point + print it out in colour (A4): Arrange a printing session with TA
- Bring these to the 3rd class.

Course Summary

★ OVERVIEW

The creativity for designers require creative thinking based on imagination, freedom and the ability to integrate various ideas. This course is designed for the participants of the 2017 KAIST International Summer School to have a glimpse of what it is like to engage in design activities, by firstly training in simple drawing techniques and then fostering the students' ability to develop creative ideas and materialize them while expressing their ideas visually in various ways.

★ METHOD

The classes will be 'participative', actively encouraging skills training, group work, discussion, presentations and critique. There will be a substantial amount of 'hands-on' work in class and as assignments, including drawing and making things using simple materials such as paper and balsa wood. The overall approach is 'learning by doing' (heuristics). The course is by no means designed to teach you 'methods' for ideation or even expression. The course is NOT about methodology or (God forbid!) formulae for doing anything. Methodologies do not help you unless and until you have developed necessary skills to use them. Formulae do not exist in art and design, pure and simple. If you are from science and engineering background, you need to get your head around the heuristic and creative approach to learning. Lay down your preconceived ideas about learning and just plunge yourself into "doing things" and "getting your hands dirty"! This is a wholly appropriate way of having a glimpse of what it is like to be doing creative design in a nutshell for novices without necessary design skills.

★ LEARNING OUTCOMES

By the end of the course, you will be able to:

- Be familiarized with 'designerly' way of learning;
- Express visually what you see and what you think through drawing;
- Conceptualize creative and original ideas;
- Materialize design into simple construction.

★ GROUND RULES

- Attendance and punctuality are extremely important! (grade implications)
- Anyone arriving 15 mins. after class started will be asked to leave.
- Refrain from going outside during drawings class for drawing sessions.
- Class commitment (consider before joining the course)
- Clean up the studio before you leave!

★ SCHEDULE

TOPICS & ACTIVITY	
Week 1	
L01 - 02 JULY, Mon	Orientation & Introduction to the Course
L02 - 03 JULY, Tue	Drawing Skills I: Face Drawing
L03 - 04 JULY, Wed	Drawing Skills II: Perspective Expression A
L04 - 05 JULY, Thu	Drawing Skills II: Perspective Expression B
Week 2	
L05 - 09 JULY, Mon	Drawing Skills III: Mono Composition A
L06 - 10 JULY, Tue	Drawing Skills III: Mono Composition B
L07 - 11 JULY, Wed	Drawing Skills IV: Life Drawing A
L08 - 12 JULY, Thu	Drawing Skills IV: Life Drawing B
Week 3	
L09 - 16 JULY, Mon	Project: Rubber Band Powered Vehicle Stage 1 - Research & Ideation
L10 - 17 JULY, Tue	Constitution Day (No Class)
L11 - 18 JULY, Wed	Project: Rubber Band Powered Vehicle Stage 2 - Design Development
L12 - 19 JULY, Thu	Project: Rubber Band Powered Vehicle Stage 3 - Prototyping & Testing A
Week 4	
L16 - 23 JULY, Mon	Project: Rubber Band Powered Vehicle Stage 3 - Prototyping & Testing B
L17 - 24 JULY, Tue	Project: Rubber Band Powered Vehicle Stage 4 - Refinement
L18 - 25 JULY, Wed	Project: Rubber Band Powered Vehicle Stage 5 - Demo Model Construction
L19 - 26 JULY, Thu	Project: Rubber Band Powered Vehicle Stage 6 - Demonstration

Course Evaluation

Assessment Criteria

You will be assessed on the basis of your commitment to the class including attendance and the extent to which you participate in the class by actively engaging yourself in the main class workshops, discussions, interacting with other students, contributing to the group etc. You will also be assessed by your ability to generate and develop creative ideas and express them visually in various ways.

- Attendance and learning attitude: 10%* (3 late arrivals = 1 absence, 4 absence and over = Fail)
- Class work, presentation & project outcomes: 90%* (including team evaluation)
 - Drawings will be marked individually;
 - Project will be marked for each stage of design process (session presentations), the final outcome (according to critical design criteria) and peer review.

There will be many scores for different components of the course and multiple criteria. Therefore, it is almost impossible for you to second-guess the final grade which is usually an accurate reflection of the quality of your activities. As such, I would encourage you to forget about the grade and concentrate on the task in hand.

*The percentage shown is an approximate proportion and subject to change without notice.