Industrial Design Studio 1 – ID 2023
Room: Arch West 261
Fall 2026
Course Credit: 3.000

Instructor:

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Course Description:

This course is the continuation of ID 1101 and ID 1102. Designed to allow students with the basic skills of industrial design to expand their knowledge and to more advanced concepts. Those concepts include user centric design, design thinking, developing design language, using form as a design tool, understanding human scale in relation to products, considering ergonomics designing for specific materials and manufacturing processes, design research, interface design, designing for the smart object, and practicing iterative design skills. This course is taught in the studio style; to emulate the way designers work in practice. An important goal of the studio is to teach students the skills required for researching and designing to address the requirements of people other than oneself.

Course Objectives:

After successfully completing this course, you should be able to demonstrate knowledge, skills, and ability in these areas:

1. Demonstrate the design thinking process by applying the steps to any problem.
2. Design products and/or services from a user centered design approach, with a focus on the user and their needs in each phase of the design process.
3. Demonstrate the use of self-critique and critical thinking to evaluate design, your own and other designer's work.
4. Develop a set of design goals for each project based on the research you have done. Explain the effectiveness of your own designs by comparing them to your design goals.
5. Understand and use the iterative design process to achieve design excellence.

Course Requirements & Grading Components:

Grading will be based on the Georgia Institute of Technology system. No plus or minus will be applied to the final grade. However, plus and minus will be used for all the submissions during the semester. *Students will have one week after each project grade submissions to discuss any grading matters with the instructor.*

Evaluation Criteria

Each project will be graded on 100-point scale. Rubrics will be provided with each assignment. Projects will be reviewed with the following general requirements. The quality of research variety and creativity of concepts, quality of refinement, aesthetic considerations, and how well the final design lines up with your stated goals.

Description of Graded Component		
Project 1 / Vessel	15%	2.5 weeks
Project 2 / Purposeful Light	40%	5.5 weeks
Project 3 / Teaching Toy	40%	5.5 weeks
Participation & Community Engagement	5%	

Course Materials:

There is no sign course text.

Students must have the following studio materials and supplies ready for use:

Presentation supplies: one ream of 11 x 17 plain white paper, push pins, etc.

Sketching & Modeling supplies: fine line markers of various thicknesses, sharpies, sketchbook, x-acto Knife, tape, post it notes, adhesives, clay, chip board, cardboard.

Computer supplies: Laptop, appropriate software, flash drive.

Prototyping: This course requires students to make models and prototypes of their product ideas. The cost of making the models will vary depending on the size of the models, and on the type of fabrication required. Students can take advantage of many free and low cost fabrication services on campus, but it is not unusual for students to spend $200 on supplies and/or 3D printing costs per project. Every effort will be made to keep costs as low as possible.

Course Expectations & Guidelines

- This course requires your active participation and collaboration. The instructor will serve as a moderator, encourager, and critic.
- Students will be required to be self-directed and self-motivated.
- Desk presentations: Students are expected to continually update their progress by pinning new work on their wall at the start of class and to maintain a professional standard of presentation in their studio at their desks, suck that any faculty or student could stop by at any time and easily understand or engage in the work-in-progress.
- Studio attendance and involvement are mandatory and key to your success in this course. Working in the studio is essential to receiving feedback from instructors and peers. It also builds a professional community of practice. Make the studio space YOUR space and a nice, clean, organized work environment. KEEP YOUR STUDIO CLEAN and INSPIRATIONAL.
- Students are required to document every project in the course. Documentation guidelines will be provided within the project brief.

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act accordingly to the highest ethical standards. For information on GT's Academic Honor Code, please visit: https://catalog.gatech.edu/rules/18/

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity and the Industrial Design Undergraduate Committee, who will investigate the incident and identify the appropriate penalty for violations.

PLAGIARISM IN DESIGN: In the process of design, we often deal with many ideas and solutions, and it is possible to accidentally design something that is similar to a prior design. If your design is clearly the result of your own investigation and ideas, that is not considered plagiarism. However, if your design is the result of copying other designers work, using an existing product, or unmodified AI, it is not original work. Please be

aware that you may be asked to show your developmental work to support your design ideas. You must be able to show how you arrived at your solutions. Plagiarism will result in a failure project grade.

Accommodations

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at (404) 894-2563 or http://disabilityservices.gatech.edu/, as soon as possible, to make an appointment to discuss your needs and to obtain an accommodations letter. Please also e-mail me as soon as possible to set up a time to discuss support. No extended time on assignments will exceed 1 week.

Attendance and Participation Attendance

Students are expected to attend and participate during each class session. If you know that you will miss a class due to an **excused** absence, please advise your instructor at least 24 hours in advance so that you can get all assignments and keep current with the class work.

Warning: Your overall class grade will be reduced by one letter grade if you have more than 3 unexcused absences. Your class grade will be reduced by an additional letter grade for each additional unexcused absence past 3.

Late Arrival - Students are expected to arrive on time to class. Any student arriving from 5-20 minutes late will be considered tardy. Being tardy 2 times = one absence. Students arriving more than 20 minutes late will be considered absent. Leaving 20 minutes early will be considered absent.

***Participation and Community Engagement**

Students are expected to attend and participate during each class session. Participation means being actively involved in the activity of the class. Your participation score will be evaluated based on: Your activity in class, your contribution to the studio community, coming to class prepared with new work, your on-time readiness, keeping your desk clean throughout the semester, and your participation in LaunchPad.

Student-Faculty Expectations Agreement

At Georgia Tech we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. See http://www.catalog.gatech.edu/rules/22/ for an articulation of some basic expectation that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.