

<p>課程說明 (Course description)</p>	<p>This course is structured to acquaint students with the methods, processes, tools, and techniques that are fundamental to the field of design. It offers a comprehensive exploration of various design methods and frameworks, focusing on both theory and application. Emphasizing a practice-oriented learning experience, the course encourages students to apply these design methods to real-world design challenges. This practical application helps students to grasp the fundamental principles of research design. The course aims to blend theoretical knowledge with practical skills, preparing students to effectively tackle design problems with well-informed and creative solutions.</p>		
<p>教學方式 (Teaching Method)</p>	<p>Lecture, Project-based Learning, Case Study and Discussion, Reporting and Presentation.</p>		
<p>Syllabus</p>	<p>Week</p>	<p>Content</p>	
	<p>1</p>	<p>Introduction to Design Methods</p>	
	<p>2~3</p>	<p>Foundations of Design Theory Study of key design theories and their development. Introduction to the term project</p>	
	<p>4~6</p>	<p>Research Methods in Design Exploration of various research methods used in design.</p>	
	<p>7~8</p>	<p>Design Tools and Techniques Introduction to tools and techniques used in design.</p>	
	<p>9~10</p>	<p>AI tools in Design Process Introduction to AI tools used in design process.</p>	
	<p>11~12</p>	<p>Case Studies and Discussion</p>	
	<p>13~14</p>	<p>Collaborative and Participatory Design Understanding the role of collaboration and participation in design.</p>	
	<p>15~16</p>	<p>Course Wrap-Up and Presentations Final presentations of projects. Review and reflection</p>	
<p>Grading</p>	<p>30% Engagement: Discussion & Attendance 30% Assignments 40% Term Project</p>		
<p>AI Usage Rules</p>	<p>Conditionally open; please specify how generative AI will be used in course output</p>		