

FORM AND DESIGN

 2021/22. **1. SEMESTER**

ALAPADATOK			
COURSE NAME	Formatervezés		Form and Design
COURSE CODE(S)	SGYMESZFMT1		
DEPARTMENT	Óbuda University Ybl Miklós Faculty of Architecture, Institute of Architecture		
PROGRAMME, TRAINING	Architect MSc		full time
COURSE INSTRUCTOR (Instructor managing the course)			
INSTRUCTORS, LECTURERS	Dr. Klaudia SZŐSZ DLA, Associate Professor	szosz.klaudia@ybl.uni-obuda.hu	
PRE-REQUIREMENT	none (<i>subject name and code, if any</i>)		
HOURS OF LECTURES (WEEKLY)	3 hours		
HOURS OF CLASSROOM PRACTICE/ LAB EXERCISE (WEEKLY)	2 hours		
FIELD AND TRAINING (WEEKLY)	1 hours		
ASSIGNMENT	Midterm assignment and final product must be presented		
CREDITS	4 credits (ECTS)		
AIM OF THE COURSE, BRIEF DESCRIPTION	The objective of the subject is to introduce students to the design and creation of modern objects as well as acquaint them with the changes in form and materials over the past 50 years. During the lectures students gain an insight into present-day design trends and styles, and learn about the most notable designers. At the start of the semester students are given a topic and, in accordance with the syllabus, they must complete a study+plan+model by the end of the semester.		
RECOMMENDED LITERATURE			
REQUIRED TECHNICAL APPLIANCES/ SOFTWARE	In the case of online education: Contact: Neptun, E-learning and E-mail. Education materials: According to E-learning Lessons: E-learning, Zoom		

SCHEDULE OF THE SEMESTER				
WEEK	LECTURE	LECTURER	FORM OF PRACTICE	PROGRAM OF PRACTICE
1.	Welcome Studio (schedule, topic)	dr. Klaudia Szósz		
2.	Studio / Consultation*	dr. Klaudia Szósz		
3.	Studio / Consultation*	dr. Klaudia Szósz		
4.	Studio / Consultation*	dr. Klaudia Szósz		
5.	Studio / Consultation*	dr. Klaudia Szósz		
6.	Studio / First presentation	dr. Klaudia Szósz		
7.	Studio / Consultation*	dr. Klaudia Szósz		
8.	Studio / Consultation*	dr. Klaudia Szósz		
9.	Studio / Consultation*	dr. Klaudia Szósz		
10.	Studio / Consultation*	dr. Klaudia Szósz		
11.	scientific conference and holiday			
12.	Studio / Consultation*	dr. Klaudia Szósz		
13.	Studio / Final presentation	dr. Klaudia Szósz		
14.	Studio / Final presentation (extra)	dr. Klaudia Szósz		

REQUIREMENTS FOR THE COMPLETION OF THE SEMESTER		
MID-SEMESTER TASKS AND TESTS		
Requirement	Description	Value (point, %, grade)
PARTICIPATION AT LESSONS	The practice lessons can be missed up to three times (see § 46 ETVSZ)	-
IN CASE OF ABSENCE FROM LESSONS AND EXAMINATIONS	Absence is considered to be justified with a medical certificate presented.	-
Short description of the TASKS		-

<p>Short description of the TASKS</p>	<p>The semester task is to design a children's toy.</p> <p>Each team needs to come up with a toy that develops some sense of the child. In this, the team is free to choose, for example, to develop vision, movement, eye-hand coordination, possibly speaking, logic skills, fine motor movement, design a toy to help writing and language, or a toy, that develops thinking, problem-solving skills that it also helps children's imagination.</p> <p>Required criteria: -children for whom the toy is made should be good from 0-8 years of age (the age group can / should be narrowed between this interval) -the toy must be environmentally friendly, primarily made of wood or hard cardboard (during the consultation we can talk about different textiles if justified)</p> <p>In order to be able to make a usable game, the group must define a precise task for themselves. The age group should be narrowed down and the "function" of the game should also be reduced. These will be refined in consultation. The design of the final object must be workable. Limit the use of simpler, well-known game functions (puzzle, domino, baby channel device, dollhouse, etc., etc.), preferably without enclosing lengthy instructions for use.</p> <p>Of course, the task is complete if the object is also packaged. However, this can be overwritten by the semester schedule (covid-19), so this assignment is optional.</p> <p>In the first half of the semester, research, concept creation and, in addition to sketches, the first concrete plans are developed. In the second stage of the semester, the production plans, detailed drawings and then the final 1: 1 object are made from the already accepted concept, with real materials, or making a movie.</p> <p>There will be weekly tasks and preparation for common discussion to be finalised as the semester progresses.</p> <p>GOAL OF THE SEMESTER:</p> <p>FIRST PRESENTATION: (all this 2 points in ONE PDF PRESENTATION) - Study about 1 toy designer, and his/her works (min 10 pages/dias in a digital pdf presentation) - 1:5 drawings/sketches about the toy, ideas, 3D modell</p> <p>FINAL PRESENTATION: - 1:1 toy from the original materials/painting, graphic etc. It's should be useable. OR - making a movie about it</p>	<p>40 (first) points + 60 (final) points</p>
<p>Pre-exam / exam</p>		<p>-</p>
<p>TOTAL</p>		<p>100 points</p>

SEMESTER CLOSING REQUIREMENTS					
CONDITIONS FOR OBTAINING A SIGNATURE					
SEMESTER GRADE	0-59 Point	60-69	70-79	80-89	90-100
	1 - FAIL	2 - PASS	3 - SATISFACTORY	4 - GOOD	5 - EXCELLENT
CONDITIONS FOR OBTAINING AN OFFERED GRADE					
CONDITIONS FOR ADMISSION TO THE EXAM	<ul style="list-style-type: none"> • Attendance and participation in the design studio or online (weekly 3 hours) • The semester consists of consultation, studio work and presentations. The student will keep a register/diary documenting participation in consultations, signed by the teacher. • Tasks should be completed by the deadline (compulsory). • Presentation of a design stage is only possible if the previous stage has been accepted and approved. 				
EXAM GRADE					