

# ENGR 4004 DESIGN STUDIO 6: AMBIENCE, PLACE AND BEHAVIOUR

**Credit Points** 10

**Legacy Code** 301084

**Coordinator** James Berry (<https://directory.westernsydney.edu.au/search/name/James Berry/>)

**Description** Designers responding to complex societal challenges require focus on people, places and systems thinking to make sense in guiding new investment in innovation. This subject builds industrial design expertise in four domains including human environments, responsible design, user-centred design, and technology development through applied design research, contextual inquiry methods, and articulation of innovation proposals through conceptual and validated physical modelling, and an interdisciplinary consultative viewpoint.

**School** Eng, Design & Built Env

**Discipline** Other Engineering And Related Technologies

**Student Contribution Band** HECS Band 2 10cp

Check your fees via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 4 subject

**Pre-requisite(s)** ENGR 4003

**Equivalent Subjects** ENGR 3011 - Design Studio 4 Simulate to Innovate

## Learning Outcomes

On successful completion of this subject, students should be able to:

1. Apply design processes, knowledge and skills to develop a product to meet tangible and intangible user needs.
2. Apply the principles and values embedded in formal professional, legal and industry standards.
3. Provide evidence of iterative design evolution through design research, prototyping and ePortfolio of work.
4. Produce functional and efficient market ready products according to needs, manufacturing constraints, and interdisciplinary protocols.
5. Use lifecycle management principles (e.g. cradle to cradle, analysis of materials and processes, CES EduPack) in the design of products or systems.
6. Scaffold an industrial design capstone project by developing a design brief toward creating a new value proposition of social, economic, and environmental significance.

## Subject Content

Design brief development of relevance to a local real-world context  
Cultural probe study

Product Development meeting tangible and intangible user needs  
Product and service life cycle management

## Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are

regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/Group Task
Proposal	3 low fidelity prototypes, 4 concepts, Pecha Kucha, e-Portfolio, 1000 words report.	35	N	Both (Individual & Group)
Presentation	3 high fidelity prototypes, 4 concepts, Pecha Kucha, e-Portfolio, 2000 words report.	65	N	Individual

## Prescribed Texts

- De Bont, C, den Ouden, E, Schifferstein, R, Smulders, F & van der Voort, M (eds) 2013, Advanced Design Methods for Successful Innovation, 3TU.Federation.