

## **Year 2 Product Design**

**Major: Industrial product design**

**Minor: materials**

This second year training program offers a specialization in the field of industrial design. Product design is the activity of object design applied to consumer goods (furniture, tableware, packaging, household appliances, transport, tools, toys, professional equipment, sporting goods, etc.)

The Materials minor allows students to experiment and innovate in design processes. The major and minor are explored in a complementary manner that aims to give students a comprehensive and transversal vision.

3 identical poles over 3 years

- General lessons
- Cross-disciplinary lessons
- Practical and professional lessons

### **SECTION 1: General lessons**

#### **Topics:**

#### **Philosophy and humanities – The arts**

S1: cross-cutting issues in philosophical and esthetic fields

S2: search for a specific study topic/support for individual or collaborative project

#### **Culture of design arts and techniques**

#### **Year 2: theme-based approaches – object major**

Movements, trends

Relationship between arts and crafts/industry – career guidance

### **SECTION 2: Cross-disciplinary lessons**

Tools for knowledge/methods across all sectors and trades

Grounding in business practices

Related fundamental knowledge and processes

#### **Topics:**

#### **Tools for expression and creative exploration**

Drawing, artistic expression, perspective, volume, color, materials

#### **Technology and materials**

S1: Creation, technology watch specific to object major

S2: Practical application for the individual project

#### **Tools and digital language**

Solidworks – Fusion 360

#### **Economic and legal context**

S1: case studies specific to object major

S2: case studies specific to object major

## **SECTION 3: Practical and professional lessons**

### **CREATIVE WORKSHOPS**

Practical application of knowledge

Project-based pedagogy

#### **Topics:**

#### **Techniques and skills**

Acquiring techniques to use in the creative process

Technical creativity.

S1: practice and development of a specific field

S2: Collaborative practices/Combining technical specifications

#### **Practical implementation of the project**

S1: individual and specific projects

S2: collaborative projects (partnerships)

#### **Project communication and mediation**

Written and oral expression

Graphics/layout

S1: presenting, communicating and promoting the project

S2: presenting, communicating and promoting the project

### **PROFESSIONALIZATION**

Portfolios, CVs, Design competitions..