

Study plan

Name of study plan: Design, in English

Faculty/Institute/Others:

Department:

Branch of study guaranteed by the department: Welcome page

Garantor of the study branch:

Program of study: Design

Type of study: Follow-up master full-time

Required credits: 120

Elective courses credits: 0

Sum of credits in the plan: 120

Note on the plan:

Name of the block: Compulsory courses

Minimal number of credits of the block: 105

The role of the block: Z

Code of the group: DESIGN STUDIOS NDE

Name of the group: Design studios NDE

Requirement credits in the group: In this group you have to gain 87 credits

Requirement courses in the group: In this group you have to complete at least 5 courses

Credits in the group: 87

Note on the group:

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
500AD4	Design Studio - IV Marian Karel, Jan Jaroš	KZ	17	0P+12C	Z	z
500AD5	Design Studio - V Marian Karel	KZ	18	0P+12C	L	z
500AD6	Design Studio - VI	KZ	22	0P+12C	Z	z
500DPD	Diploma Project D	Z	30	0P+20C	Z,L	z
500DSD	Diploma Seminar D	KZ	2	0P+2C	Z	z

Characteristics of the courses of this group of Study Plan: Code=DESIGN STUDIOS NDE Name=Design studios NDE

500AD4	Design Studio - IV	KZ	17
The course Design Studio IV in the form of studio teaching offers students the opportunity to further develop their own creative skills by applying them to other specific thematic assignments from the leading studio in the form of designing a more complex product, object or spatial formation. The design must already include a synthesis of functional visual and technical components that give the resulting design the value of design. Students work on this topic throughout the semester, resulting in their work as a studio semester project, which at the end of the semester is publicly presented within the Faculty of Architecture and is graded by graded assessment			
500AD5	Design Studio - V	KZ	18
The course Design Studio IV in the form of studio teaching offers students the opportunity to further develop their own creative skills by applying them to other specific thematic assignments from the leading studio in the form of designing a more complex product, object or spatial formation. The design must already include a synthesis of functional visual and technical components that give the resulting design the value of design. Students work on this topic throughout the semester, resulting in their work as a studio semester project, which at the end of the semester is publicly presented within the Faculty of Architecture and is graded by graded assessment.			
500AD6	Design Studio - VI	KZ	22
The course Design Studio VI in the form of studio teaching follows the Design Studio IV and Design Studio V, with the same form of instruction, i.e. a studio semestral project, and develops the ability of students to create independently on a topic given by the head of the studio. Compared to the previous studios, the Design Studio VI is specific because of its theme.			
500DPD	Diploma Project D	Z	30
Goals of the course unit. The course ends with the masters degree program Design in the form of an independent diploma project, in which the student must demonstrate complex design skills including a separate approach to the creation, the search for relevant materials and literature and the ability to.			
500DSD	Diploma Seminar D	KZ	2
The diploma seminar represents the initial step before the beginning of the diploma project, which follows in the next semester of study. The purpose of the diploma seminar is to analyse the wider scope of the topic on which the awarding of the diploma project will be based. In this way, the student will be able to gain insight into the professional issues in the form of his own research, within which the diploma project will be developed.			

Code of the group: COMPULSORY NDE

Name of the group: Compulsory courses NDE

Requirement credits in the group: In this group you have to gain 18 credits

Requirement courses in the group: In this group you have to complete at least 8 courses

Credits in the group: 18

Note on the group:

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) <i>Tutors, authors and guarantors (gar.)</i>	Completion	Credits	Scope	Semester	Role
500DPM	Design Process Methodology <i>Jitka Aslan, Jan Kulhánek Jitka Aslan Josef Šafařík (Gar.)</i>	ZK	3	2P+1C	L,Z	z
500EM1	Economics and Management I <i>Veronika Sojková, Daniela Bošová, Lenka Prokopová, Dana Mšánová Lenka Prokopová</i>	Z,ZK	2	1P+1C	Z	z
500EM2	Economics and Management II <i>Veronika Sojková, Dana Mšánová Dana Mšánová Dana Mšánová (Gar.)</i>	ZK	2	2P	L	z
500I2	Interior-History of Interior <i>Marek Teska</i>	ZK	2	2P+0C	L	z
500P	Law <i>Daniela Bošová, Martin Pospíšil Martin Pospíšil Martin Pospíšil (Gar.)</i>	ZK	2	2P+0C	L	z
500MT5	Materials and Technology V <i>Libor Beneš</i>	Z,ZK	3	2P+1C	Z	z
500ND3	Teachings of Design III <i>Anna Šebíková</i>	ZK	2	2P	L	z
500TD	Theory of Design <i>Klára Ullmannová, Hubert Kamil Guzik Hubert Kamil Guzik</i>	KZ	2	1P+1C	Z	z

Characteristics of the courses of this group of Study Plan: Code=COMPULSORY NDE Name=Compulsory courses NDE

500DPM	Design Process Methodology	ZK	3
The course offers theoretical and practical insight into the design process methodology. Students will be acquainted with five basic stages of the design process and its methods and tools that are used in each phase. Special emphasis will be placed on methods of defining, ideating, prototyping, and testing. In the practical part, students will be encouraged to use some of these methods themselves while working on a studio assignment or any other project of their choice. The skills acquired in the course can be used especially in further work in studios and professional practice. Conditions for successful completion: at least 80% attendance at lectures, at least 60% success in the exam, submission of at least five assignments out of six Assessment: 10% participation, 30% exam, 60% submission.			
500EM1	Economics and Management I	Z,ZK	2
The content of the subject is to acquaint the student with the basics of economics and management, which the student will be able to apply in practice.			
500EM2	Economics and Management II	ZK	2
500I2	Interior-History of Interior	ZK	2
The history of interior and furniture as a constant transformation of the relationship between aesthetic feeling and technological innovation of material processing and development. Relation between the technological and design possibilities of shaping to the resulting aesthetic effect. Time stamps of craft and expression. Typical attributes and milestones of individual epochs and their relation to material culture. Presentation of exhibition stands. Design and construction of current assembly systems.			
500P	Law	ZK	2
Czech legal system in the context of European and international law: Constitutional system (Legislative Power - Executive Power- Judicial Power; Legal system of acts, decrees, governmental regulations, standards; Regions and Municipalities; Public Law Private Law; Substantive Law Procedural Law) / Building Act and broader legal context / Space and urban planning / Building code / Administrative procedures according to the Building Act; general and special building authorities / External state authorities in administrative procedures according to the Building Act / General technical requirements on structures / Technical standards / Competencies and duties of professionals according to the Building Act (activities of authorized persons, other persons with regulated activities and activities of authorized inspectors) / Heritage preservation / Charter of Architectural Education / Academic and professional recognition of education / Bologna process and European higher education area / Authorisation Act / Competencies and duties of chambers / Competencies and duties of authorised persons / Legal conditions of independent performance of the architectural profession / Contract between architect and client (as a private or a business person), design costs / Responsibility for a design of a building or a structure, authors supervision of the construction.			
500MT5	Materials and Technology V	Z,ZK	3
Learning outcomes of the course unit. The subject acquaints students with basic groups of technical materials, their properties, processing and utilization of architects in the field of transport, buildings and other branches of industrial design. The subject will be taught by specialists from the Faculty of Mathematics and Informatics of CTU and invited practitioners. Within the framework of the exercises the students will be acquainted with the way of choosing materials and evaluating their properties. Syllabus: 1. Distribution of metallic materials, their properties. 2. Processing of metal materials and development trends. 3. The use of metal materials in the building industry. 4. The use of metallic materials in transport and other industrial design industries. 5. Distribution of polymer materials, their properties. 6. Processing of polymer materials and development trends. 7. The use of polymeric materials in the building industry. 8. The use of polymeric materials in transport and other industrial design industries. 9. Distribution of composite materials, their properties. 10. Processing of composite materials and development trends. 11. Use of composite materials in the construction industry. 12. Use of composite materials in transport and other industrial design industries. 13. Nanomaterials and technical ceramics.			
500ND3	Teachings of Design III	ZK	2
The lectures include an overview of the professor's career in related fields, including a blend of aesthetics and techniques. The course is designed as a series of lectures and workshops that will be presented by guest lecturers with strong professional experience in the field of user research, product design and UX design. In order to achieve high usability of the products/services/interactions they conceive, designers need to have a deep understanding of the needs and desires of the end-users the products are for. This class aims at giving students a foundation in user psychology and practical tools for user research. The lectures will be completed by a seminary work. Students will get a design brief and will have to use research as a base for their design proposals. The brief can also be solved in relation to the semestral briefs at the Department of Computer Graphics and Interaction, thanks to the cross-discipline collaboration of FA and FEL CTU. The outcome of the project should be a research report, with pdf presentation and prototype or model in suitable material/media.			
500TD	Theory of Design	KZ	2
The course provides an overview of selected product (and graphic) design concepts and notions from the late 19th century to the present. The course focuses on ontological issues of design, the relationship between form and function, ornament, information visualisation theory and ecological responsibility of design. Students will be introduced to the diverse sociological aspects of the field, both from the point of view of the designer and of the user, including the feminist critique of design or the influence of subcultures on mainstream design. Attention will also be given to theoretical thinking about design as a marketing tool. Students will learn about selected aesthetic problems that are relevant to the theory of design, especially the kitsch phenomenon. Selected lectures will focus on text analysis.			

Name of the block: Elective courses
 Minimal number of credits of the block: 15
 The role of the block: V

Code of the group: ELECTIVE NDE

Name of the group: Elective courses NDE

Requirement credits in the group: In this group you have to gain at least 15 credits

Requirement courses in the group:

Credits in the group: 15

Note on the group:

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
500VTD6	Art Practice VI Gabriela Nováková Gabriela Nováková	KZ	2	2C	Z	v
500NS5	Building Theory V Ondřej Tušek, Michal Kohout, David Tichý, Pavla Melková, Filip Tittl, Noor Marji Michal Kohout Michal Kohout (Gar.)	KZ	2	1P+1C	Z	v
500CGD	Computer Graphics for Design Josef Šafařík, David Sivý Dávid Sivý Josef Šafařík (Gar.)	KZ	2	1P+1C	L	v
500PG1	Computer Graphics I Stanislav Moravec, Kateřina Sýsová Dana Matějovská (Gar.)	KZ	2	0P+2C	Z,L	v
500ATVD	Design Studio - Requisite Optional	KZ	4	0P+4C		v
500EKL2	Ecology II Petr Klápště Petr Klápště Petr Klápště (Gar.)	KZ	2	2P+0C	L	v
500EKL3	Ecology III - Social Ecology Petr Klápště Petr Klápště Petr Klápště (Gar.)	KZ	2	2P+0C	Z	v
500DU3	History of Art III Hubert Kamil Guzik, Jana Tichá Jana Tichá	KZ	2	2P	L	v
500I3	Interior-History of Theatre Veronika Šindelářová Veronika Šindelářová Kastlová	ZK	2	2P+0C	Z	v
500MD	Multimedia Design / Design Technology Josef Šafařík, David Sivý Dávid Sivý	ZK	3	2P+1C	Z,L	v
500OP	Product Ecology Vladimír Koří Vladimír Koří Vladimír Koří (Gar.)	ZK	2	2P	L	v
500TA1	Theory of Architecture and Esthetics Jana Tichá, Jiří Tourek Jana Tichá Jana Tichá (Gar.)	KZ	2	1P+1C		v

Characteristics of the courses of this group of Study Plan: Code=ELECTIVE NDE Name=Elective courses NDE

500VTD6	Art Practice VI	KZ	2
500NS5	Building Theory V	KZ	2
TYPE is the fundamental compositional element of the build environment: the most effective and comprehensible answer to a common task and situation. At the same time, it is important to understand that every assignment and place in space and time contains a potential for a certain degree of uniqueness. To bring forth this potential means not only to optimize the design in practical terms, but it also allows a better orientation of a user. Varying types is thus not only the most effective designing method, but it also results in overall comprehensibility of the build environment: TYPE IS COOL! The aim of the course is to learn how to design environment which is effective, understandable and yet stimulating through the appropriate use of the TYPICAL and ATYPICAL. The course consists of series of six lectures and six seminars coming in fortnight pairs touching on different themes connected to systematization of the build environment.			
500CGD	Computer Graphics for Design	KZ	2
Goals of the course unit. The aim of the course is to improve the presentation skills of students using the latest technical tools, skills and creative techniques in the fields of interactive art, performance, lighting and sound creation. These skills are developed within the Adobe Graphics Platform software. The subject is realised in cooperation with the Institute of FEL CTU.			
500PG1	Computer Graphics I	KZ	2
In the Computer Graphics course students will learn to work with Photoshop, Illustrator, and InDesign. The graphic content of the work will be linked to their experience of Prague. The final goal of the work is to make a collaboratively authored book with the students' personal impression of Prague in the form of a comics. Students will learn image processing, typography, editing, and layouts in the various software.			
500ATVD	Design Studio - Requisite Optional	KZ	4
500EKL2	Ecology II	KZ	2
Ecological problems become limiting factors in today's world. Concepts such as ecology, environment, natural resources, ecological crisis, environmental pillar of sustainable development should become specific and graspable for the graduate. The course is divided into blocks: Fundamentals of General Ecology, Natural Resources Characteristics, Use, Damage, Protection, Basics of Landscape Ecology and Nature Conservation, Use of Environmental Knowledge in Designing Buildings and Towns (Building Biology, Ecosystem Approach) to the environment.			
500EKL3	Ecology III - Social Ecology	KZ	2
Social Ecology: The subject deals with the relationship of man and the environment in landscape and settlements. It acquaints students with selected methods of socio-ecological research and participation of citizens in the formation of the rural environment, the city and its socio-spatial structure. The theoretical part of the subject is based on concrete practical examples, which are processed by the students and present them during the semester.			

500DU3	History of Art III	KZ	2
Art Outside Institutions? Site-specific art, installation, land-art, sculpture and environmental art since 1960s till present day. The focus of the course is development of visual and plastic arts after the conceptual turn and resulting new forms and content of art work, as well as new media and their impact on visual arts and architecture. The course is divided into two blocks: 1. 6.: The first block is aimed at the significance of cultural institutions for the origins of fine art and architecture and for the reproduction of cultural capital. It also deals with exhibition strategies of museums and galleries (particularly in the context of architecture). 7. 13.: Artistic expressions, that often have stepped out of the institutionalised art world from the 1960s up to present, will be presented within the framework of the second block. Attention will be paid primarily to Euro-American and Czechoslovak examples of site-specific, land-art, sculpture and spatial creation.			
500I3	Interior-History of Theatre	ZK	2
This subject focuses on the development of the architecture of theatre buildings and production areas. Attention is focused on the logic of the relation between the building typology and the development of the theatre, as a medium. Media that express the cultural and social tendencies of their time. These aspects then influence the formation of the scenic space and its technical equipment. Seminar work, which analyses historical theatre building and contemporary theatre building and, compares the different needs of the production space. Part of the course includes excursions to Czech theatre buildings and a visit to Laterna magika.			
500MD	Multimedia Design / Design Technology	ZK	3
The designer finds himself in the role of a person who determines how digital technologies are and will be used and how readable their use will be. Technology should be seen as a positive tool for discovery and not the other way around. The role of the designer is not always taken clearly enough to properly understand the consequences of his / her management and creation. The course aims to prepare students for the needs and requirements of contemporary design.			
500OP	Product Ecology	ZK	2
Learning outcomes of the course unit. The aim of the course is to provide students with a holistic overview of the interaction between human activities and the environment. It turns out that evaluating the acceptability of individual products only based on the environmental impacts of one of their stages, e.g. waste disposal or energy consumption, is inadequate and often misleading. In this course the students will be acquainted with the essence of the main environmental categories of impacts: global warming and climate change, loss of stratospheric ozone, the formation of photooxidants, acidification, eutrophication, ecotoxicity and persistent toxicity, depletion of raw materials, reduction of biodiversity. A method of expressing contributions from different human activities to these categories of environmental impacts will be presented and will show how the future environmental impacts of products can be reduced at the design stage.			
500TA1	Theory of Architecture and Esthetics	KZ	2
The aim of the course is to introduce to the theory of architecture. The key concepts of the 20th century and contemporary architecture and their interpretation are emphasized in a wider cultural context. The relationship between architectural discourse and architectural creation is taken into account. The starting point is the theory of modernity, but the course is focused on the theory of architecture of the second half of the 20th century which has been influenced by structuralism, semiotics, phenomenology and poststructuralism. Also the contemporary approaches, reflecting the shift in new technological possibilities in architecture and society, are included. In connection with the architectural themes, the students are also acquainted with the key concepts of aesthetics, which are relevant to the architectural discourse.			

List of courses of this pass:

Code	Name of the course	Completion	Credits
500AD4	Design Studio - IV	KZ	17
The course Design Studio IV in the form of studio teaching offers students the opportunity to further develop their own creative skills by applying them to other specific thematic assignments from the leading studio in the form of designing a more complex product, object or spatial formation. The design must already include a synthesis of functional visual and technical components that give the resulting design the value of design. Students work on this topic throughout the semester, resulting in their work as a studio semester project, which at the end of the semester is publicly presented within the Faculty of Architecture and is graded by graded assessment			
500AD5	Design Studio - V	KZ	18
The course Design Studio IV in the form of studio teaching offers students the opportunity to further develop their own creative skills by applying them to other specific thematic assignments from the leading studio in the form of designing a more complex product, object or spatial formation. The design must already include a synthesis of functional visual and technical components that give the resulting design the value of design. Students work on this topic throughout the semester, resulting in their work as a studio semester project, which at the end of the semester is publicly presented within the Faculty of Architecture and is graded by graded assessment.			
500AD6	Design Studio - VI	KZ	22
The course Design Studio VI in the form of studio teaching follows the Design Studio IV and Design Studio V, with the same form of instruction, i.e. a studio semestral project, and develops the ability of students to create independently on a topic given by the head of the studio. Compared to the previous studios, the Design Studio VI is specific because of its theme.			
500ATVD	Design Studio - Requisite Optional	KZ	4
500CGD	Computer Graphics for Design	KZ	2
Goals of the course unit. The aim of the course is to improve the presentation skills of students using the latest technical tools, skills and creative techniques in the fields of interactive art, performance, lighting and sound creation. These skills are developed within the Adobe Graphics Platform software. The subject is realised in cooperation with the Institute of FEL CTU.			
500DPD	Diploma Project D	Z	30
Goals of the course unit. The course ends with the masters degree program Design in the form of an independent diploma project, in which the student must demonstrate complex design skills including a separate approach to the creation, the search for relevant materials and literature and the ability to.			
500DPM	Design Process Methodology	ZK	3
The course offers theoretical and practical insight into the design process methodology. Students will be acquainted with five basic stages of the design process and its methods and tools that are used in each phase. Special emphasis will be placed on methods of defining, ideating, prototyping, and testing. In the practical part, students will be encouraged to use some of these methods themselves while working on a studio assignment or any other project of their choice. The skills acquired in the course can be used especially in further work in studios and professional practice. Conditions for successful completion: at least 80% attendance at lectures, at least 60% success in the exam, submission of at least five assignments out of six Assessment: 10% participation, 30% exam, 60% submission.			
500DSD	Diploma Seminar D	KZ	2
The diploma seminar represents the initial step before the beginning of the diploma project, which follows in the next semester of study. The purpose of the diploma seminar is to analyse the wider scope of the topic on which the awarding of the diploma project will be based. In this way, the student will be able to gain insight into the professional issues in the form of his own research, within which the diploma project will be developed.			

500DU3	History of Art III	KZ	2
Art Outside Institutions? Site-specific art, installation, land-art, sculpture and environmental art since 1960s till present day. The focus of the course is development of visual and plastic arts after the conceptual turn and resulting new forms and content of art work, as well as new media and their impact on visual arts and architecture. The course is divided into two blocks: 1. 6.: The first block is aimed at the significance of cultural institutions for the origins of fine art and architecture and for the reproduction of cultural capital. It also deals with exhibition strategies of museums and galleries (particularly in the context of architecture). 7. 13.: Artistic expressions, that often have stepped out of the institutionalised art world from the 1960s up to present, will be presented within the framework of the second block. Attention will be paid primarily to Euro-American and Czechoslovak examples of site-specific, land-art, sculpture and spatial creation.			
500EKL2	Ecology II	KZ	2
Ecological problems become limiting factors in today's world. Concepts such as ecology, environment, natural resources, ecological crisis, environmental pillar of sustainable development should become specific and graspable for the graduate. The course is divided into blocks: Fundamentals of General Ecology, Natural Resources Characteristics, Use, Damage, Protection, Basics of Landscape Ecology and Nature Conservation, Use of Environmental Knowledge in Designing Buildings and Towns (Building Biology, Ecosystem Approach) to the environment.			
500EKL3	Ecology III - Social Ecology	KZ	2
Social Ecology: The subject deals with the relationship of man and the environment in landscape and settlements. It acquaints students with selected methods of socio-ecological research and participation of citizens in the formation of the rural environment, the city and its socio-spatial structure. The theoretical part of the subject is based on concrete practical examples, which are processed by the students and present them during the semester.			
500EM1	Economics and Management I	Z,ZK	2
The content of the subject is to acquaint the student with the basics of economics and management, which the student will be able to apply in practice.			
500EM2	Economics and Management II	ZK	2
500I2	Interior-History of Interior	ZK	2
The history of interior and furniture as a constant transformation of the relationship between aesthetic feeling and technological innovation of material processing and development. Relation between the technological and design possibilities of shaping to the resulting aesthetic effect. Time stamps of craft and expression. Typical attributes and milestones of individual epochs and their relation to material culture. Presentation of exhibition stands. Design and construction of current assembly systems.			
500I3	Interior-History of Theatre	ZK	2
This subject focuses on the development of the architecture of theatre buildings and production areas. Attention is focused on the logic of the relation between the building typology and the development of the theatre, as a medium. Media that express the cultural and social tendencies of their time. These aspects then influence the formation of the scenic space and its technical equipment. Seminar work, which analyses historical theatre building and contemporary theatre building and, compares the different needs of the production space. Part of the course includes excursions to Czech theatre buildings and a visit to Laterna magika.			
500MD	Multimedia Design / Design Technology	ZK	3
The designer finds himself in the role of a person who determines how digital technologies are and will be used and how readable their use will be. Technology should be seen as a positive tool for discovery and not the other way around. The role of the designer is not always taken clearly enough to properly understand the consequences of his / her management and creation. The course aims to prepare students for the needs and requirements of contemporary design.			
500MT5	Materials and Technology V	Z,ZK	3
Learning outcomes of the course unit. The subject acquaints students with basic groups of technical materials, their properties, processing and utilization of architects in the field of transport, buildings and other branches of industrial design. The subject will be taught by specialists from the Faculty of Mathematics and Informatics of CTU and invited practitioners. Within the framework of the exercises the students will be acquainted with the way of choosing materials and evaluating their properties. Syllabus: 1. Distribution of metallic materials, their properties. 2. Processing of metal materials and development trends. 3. The use of metal materials in the building industry. 4. The use of metallic materials in transport and other industrial design industries. 5. Distribution of polymer materials, their properties. 6. Processing of polymer materials and development trends. 7. The use of polymeric materials in the building industry. 8. The use of polymeric materials in transport and other industrial design industries. 9. Distribution of composite materials, their properties. 10. Processing of composite materials and development trends. 11. Use of composite materials in the construction industry. 12. Use of composite materials in transport and other industrial design industries. 13. Nanomaterials and technical ceramics.			
500ND3	Teachings of Design III	ZK	2
The lectures include an overview of the professor's career in related fields, including a blend of aesthetics and techniques. The course is designed as a series of lectures and workshops that will be presented by guest lecturers with strong professional experience in the field of user research, product design and UX design. In order to achieve high usability of the products/services/interactions they conceive, designers need to have a deep understanding of the needs and desires of the end-users the products are for. This class aims at giving students a foundation in user psychology and practical tools for user research. The lectures will be completed by a seminary work. Students will get a design brief and will have to use research as a base for their design proposals. The brief can also be solved in relation to the semestral briefs at the Department of Computer Graphics and Interaction, thanks to the cross-discipline collaboration of FA and FEL CTU. The outcome of the project should be a research report, with pdf presentation and prototype or model in suitable material/media.			
500NS5	Building Theory V	KZ	2
TYPE is the fundamental compositional element of the build environment: the most effective and comprehensible answer to a common task and situation. At the same time, it is important to understand that every assignment and place in space and time contains a potential for a certain degree of uniqueness. To brings forth this potential means not only to optimize the design in practical terms, but it also allows a better orientation of a user. Varying types is thus not only the most effective designing method, but it also results in overall comprehensibility of the build environment: TYPE IS COOL! The aim of the course is to learn how to design environment which is effective, understandable and yet stimulating through the appropriate use of the TYPICAL and ATYPICAL. The course consists of series of six lectures and six seminars coming in fortnight pairs touching on different themes connected to systematization of the build environment.			
500OP	Product Ecology	ZK	2
Learning outcomes of the course unit. The aim of the course is to provide students with a holistic overview of the interaction between human activities and the environment. It turns out that evaluating the acceptability of individual products only based on the environmental impacts of one of their stages, e.g. waste disposal or energy consumption, is inadequate and often misleading. In this course the students will be acquainted with the essence of the main environmental categories of impacts: global warming and climate change, loss of stratospheric ozone, the formation of photooxidants, acidification, eutrophication, ecotoxicity and persistent toxicity, depletion of raw materials, reduction of biodiversity. A method of expressing contributions from different human activities to these categories of environmental impacts will be presented and will show how the future environmental impacts of products can be reduced at the design stage.			
500P	Law	ZK	2
Czech legal system in the context of European and international law: Constitutional system (Legislative Power - Executive Power- Judicial Power; Legal system of acts, decrees, governmental regulations, standards; Regions and Municipalities; Public Law Private Law; Substantive Law Procedural Law) / Building Act and broader legal context / Space and urban planning / Building code / Administrative procedures according to the Building Act; general and special building authorities / External state authorities in administrative procedures according to the Building Act / General technical requirements on structures / Technical standards / Competencies and duties of professionals according to the Building Act (activities of authorized persons, other persons with regulated activities and activities of authorized inspectors) / Heritage preservation / Charter of Architectural Education / Academic and professional recognition of education / Bologna process and European higher education area / Authorisation Act / Competencies and duties of chambers / Competencies and duties of authorised persons / Legal conditions of independent performance of the architectural profession / Contract between architect and client (as a private or a business person), design costs / Responsibility for a design of a building or a structure, authors supervision of the construction.			

500PG1	Computer Graphics I	KZ	2
In the Computer Graphics course students will learn to work with Photoshop, Illustrator, and InDesign. The graphic content of the work will be linked to their experience of Prague. The final goal of the work is to make a collaboratively authored book with the students' personal impression of Prague in the form of a comics. Students will learn image processing, typography, editing, and layouts in the various software.			
500TA1	Theory of Architecture and Esthetics	KZ	2
The aim of the course is to introduce to the theory of architecture. The key concepts of the 20th century and contemporary architecture and their interpretation are emphasized in a wider cultural context. The relationship between architectural discourse and architectural creation is taken into account. The starting point is the theory of modernity, but the course is focused on the theory of architecture of the second half of the 20th century which has been influenced by structuralism, semiotics, phenomenology and poststructuralism. Also the contemporary approaches, reflecting the shift in new technological possibilities in architecture and society, are included. In connection with the architectural themes, the students are also acquainted with the key concepts of aesthetics, which are relevant to the architectural discourse.			
500TD	Theory of Design	KZ	2
The course provides an overview of selected product (and graphic) design concepts and notions from the late 19th century to the present. The course focuses on ontological issues of design, the relationship between form and function, ornament, information visualisation theory and ecological responsibility of design. Students will be introduced to the diverse sociological aspects of the field, both from the point of view of the designer and of the user, including the feminist critique of design or the influence of subcultures on mainstream design. Attention will also be given to theoretical thinking about design as a marketing tool. Students will learn about selected aesthetic problems that are relevant to the theory of design, especially the kitsch phenomenon. Selected lectures will focus on text analysis.			
500VTD6	Art Practice VI	KZ	2

For updated information see <http://bilakniha.cvut.cz/en/FF.html>

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