

IND 316 20th Century Design I

The Design School
Arizona State University

COURSE SYLLABUS

- 1 Course** IND 316 (Session A: 08/17/2017 – 10/06/2017; SLN 71216; 81335)
- 2 Title** 20th Century Design I
- 3 Instructor** Professor Jacques Giard, PhD - jgiard@asu.edu
<https://ind316.hol.asu.edu/>
- 4 Credits** 3
- 5 Catalog Description**

European and American design from 1850 to 2000 with thematic emphases on worldview, the natural world, economics, technology and transportation.
- 6 Prerequisites** None
- 7 Course Objectives** At the successful completion of the course, students will have acquired:
 - A general awareness of industrial design in our everyday world;
 - A more specific awareness of industrial design in the areas of communication, education, material culture, politics and society;
 - The acquisition of basic facts of recent industrial design history;
 - The acquisition of a basic lexicon of industrial design;
 - An understanding of important historical developments in industrial design; and
 - An understanding of the contribution of industrial design to contemporary society.
- 8 Course Emphasis** The emphasis of **20th Century Design I** is the presence of industrial design in five thematic contexts during the late 19th and 20th twentieth centuries. The focus of the course material will be primarily on the place of industrial design in the thematic areas of worldview, the natural world, economics, technology and transportation.

Together, the information, various projects, blogs and quizzes will provide an insight and understanding of industrial design's place and evolution in the 19th and 20th centuries.
- 9 Course Content** The course begins with a general introduction to design and context via The Designing Triad. This introduction provides an operational model of the designing process, with a focus on the Designer, Maker, User, Context and Artifact. In the five course units that follow, industrial design as a human activity is studied and evaluated by way of five different themes: worldview, the natural world, economics, technology and transportation. Conclusions and lessons are drawn at the end of each course unit.

The understanding of the course material is achieved by way of student blogs, course projects, and short quizzes, all of which are offered on a regular basis.
- 10 Reading Materials** The required textbook for the course is *The Contextual Nature of Design and Everyday Things* (Kendall-Hunt, 2015). It is available at the ASU Bookstore.

IND 316 20th Century Design I

The Design School
Arizona State University

Besides providing course material the book contains several readings, which are needed for the blogs.

11 Online Protocol

Online courses are significantly different from face-to-face courses. Consequently, students need to be aware of protocol and conditions that govern such courses.

Computer Requirements: You must have a computer – your own or have access to a computer – that will allow you to interact with the online course. The computer must be capable of consistently streaming HTML5 video (Adobe Flash fallback supported). The use of smart phones (iPhone, Android, Blackberry, etc.) is not recommended. This course is known to work on all major browsers, including Safari, Firefox, Chrome, and Internet Explorer, on both Macintosh computers and PCs. Note: the use of Safari or Firefox is highly recommended.

Additionally, you must have computer skills that will allow you to surf the Internet, access specific sites, confer via email, and any other course-related activities.

Computer Support: The HerbergerOnline group (the distance learning team of the Herberger Institute for Design and The Arts) provides the computer support for the course. This group handles all computer-related issues and technical questions. Please note that all communication with HOL Support must be done via the online help site at <https://courses.hol.asu.edu/help/>. Here you will have the option to open a support ticket for assistance from HOL Support. Alternatively you may email HOLSupport@asu.edu and a ticket will be opened for you.

Please do not communicate with the instructor for questions related to computer-related issues such as inability to access the course site or videos that are not streaming correctly or any other technical matter. Technical support is available Monday to Friday, 8am to 5pm, but there is no technical support in the evenings or on weekends. Please keep this in mind if you choose to take quizzes or work on projects on weekends.

Office Hours: There are no office hours for this online course. With the exception of questions about computer support, technical issues, and online quizzes, which must be addressed with the computer support group (above), please communicate directly with the instructor via email (jgiard@asu.edu). As an ASU student, you are required to use your ASUrite (i.e. student@asu.edu) for course communications. If our reply to you bounces back as "Undeliverable: Returned mail" and/or with "the message could not be delivered because the recipient's mailbox is full", we will not make a second attempt. This includes any and all course communications, such as make-up verifications and make-up exams. It is your responsibility to make sure you are able to receive ASU emails by clearing your mailbox and allowing ASU emails to be received unblocked and not marked as spam.

General Conditions: As stated above, access to a suitable computer and adequate computer skills are critical for your success in this online course. Consequently, the instructor will not consider computer-related excuses for the failure to meet course requirements, excuses such as technical incompatibility, unreliable access to the Internet, a computer crash, an anti-virus application, or

IND 316 20th Century Design I

The Design School
Arizona State University

any other similar reasons. Neither will inadequate computer skills be considered as a valid excuse for not successfully completing the course.

NOTE: You are strongly advised not to enroll in the online course if either computer access or computer skills are an issue.

12 Technical Support Please do not contact your instructor with technical questions. Herberger Online handles all technical questions and issues that may arise in this course.

Please contact the support team immediately if you encounter technical issues while completing an assignment and you are unable to resolve the problem and reset your work.

The Herberger Online support team is available to assist you 24 hours a day, 365 days a year. You may reach them anytime at:

- holsupport@asu.edu
- 1-888-298-4117
- 480-965-3057 (International)

When contacting support, please provide:

- The full name of this course (ABC 123: Long Name)
- The title(s) of any assignment(s) you're having trouble with
- A brief description of the problem
- Detailed, step-by-step instructions to reproduce the problem

13 Communicating with the instructor:

You are encouraged to communicate with the instructor whenever you have a question about course material that cannot be answered by reading the syllabus or by looking at information found on the online site. After all, there is little point in asking the instructor about the due date for a project when that date can be found in the syllabus. Nevertheless, there will be times when you will need to contact the instructor. If and when you do, please remember the following protocol:

1. The course in which you are enrolled is offered by The Design School, which is a professional school. Therefore communication is expected to be professional in style.
2. What is meant by professional in style? You need to address the instructor or teaching assistant by name; you must also sign off with yours. We will do the same when we communicate with you.
3. We will respond to a text-style message once; we will not respond a second time irrespective of the fact that you are using a smartphone and find it an inconvenience to write in a professional style.
4. Please identify yourself by name and course in which you are enrolled. There are times when the instructor teaches six courses in a semester with nearly 500 students. He cannot remember each one of you by name. Use your full name. There are many students with the name Mary or John.
5. Please write in simple, clear and concise English using proper punctuation. Use short sentences if you have to. Reread what you wrote before sending the email.

IND 316 20th Century Design I

The Design School
Arizona State University

6. At all cost please avoid code words such as BTW or LOL. Remember: you are not texting a friend.
7. Use your ASU email address. Addresses such as such Easterbunny@gmail.com are neither very helpful nor professional.
8. Make the topic of your email clear by way of the subject line. For example, placing your name in the subject line is redundant. We already have your email address and you will be providing your name in the email.
9. AVOID responding to an email that I have sent to the class unless your query deals directly with the content of the email sent. Why? Because the subject line most likely has nothing to do with your query. Consequently, the instructor may ignore it.
10. PLEASE leave the 'tails' or chain of previous emails on your emails. The instructor receives over 100 emails from students every week. He cannot remember the details of each case.
11. DO NOT send a new email that refers the same topic discussed in a previous email but with no chain to the previous email. The instructor needs to see the chain of emails to understand your query better.
12. We will do our best to respond to emails within 24 hours.
13. Normally, the instructor does not respond to emails on the weekends.

14 Assessments

Grading in IND 316 is based upon the accumulation of points earned as the result of five (5) blogs (150 points), three (3) projects (150 points), and five (5) short quizzes (150 points). There is one blog and one quiz for each theme of the course; there are three projects based on course material. Deadlines for each is provided in the syllabus (see below) and on the course web site. The course schedule can be found on the Home tab that appears when you log in to the course. **There is neither a mid-term nor a final examination.**

Blogs (Total: 150 points)

Blogs are written personal opinions based on the readings and viewings for each of the five sections. Five blogs are required, one for each unit or section of the course. A separate and more detailed description of blogs is posted on the course website.

NOTE: All blogs must reside on the HOL server. Therefore, do not send your blogs to the instructor as an attachment in an email. If you do, it will not be accepted. NO EXCEPTIONS.

BLOGS	OPEN (MT)	CLOSE (MT)
Blog #1	08/29/2017 10am (MT)	08/31/2017 11:59pm (MT)
Blog #2	09/05/2017 10am (MT)	09/07/2017 11:59pm (MT)
Blog #3	09/12/2017 10am (MT)	09/14/2017 11:59pm (MT)
Blog #4	09/19/2017 10am (MT)	09/21/2017 11:59pm (MT)
Blog #5	09/26/2017 10am (MT)	09/28/2017 11:59pm (MT)

Missed/Late Blogs

It is the student's responsibility to be aware of dates and times for the blogs; moreover, certain conditions apply for missed blogs. The important ones are:

- A blog can be submitted if it was missed because of an excused absence (see below). Permission from the instructor is necessary.

IND 316 20th Century Design I

The Design School
Arizona State University

- For reasons other than an excused absence, one missed blog can be submitted with the condition that the grade earned can be no more than half points per blog. Permission from the instructor is necessary.
- If you miss a blog, you must inform the instructor (igiard@asu.edu) within 48 hours and provide an electronic copy (e.g. a PDF file) of the document supporting your absence (e.g. doctor's note, funeral announcement, letter from ASU's Athletic Department, etc.).

NOTE: All blogs must reside on the HOL server. Therefore, do not send your blogs to the instructor as an attachment in an email. If you do, it will not be accepted. NO EXCEPTIONS.

Projects (150 points)

There are three projects in the course. Each is worth 50 points. Projects open and close on the dates listed below. Details are available for each project on the course web site. Click the **Projects** tab in the main IND 316 course navigation.

PROJECTS	OPEN (MT)	CLOSE (MT)
Project #1	08/17/2017 10am (MT)	09/08/2017 11:59pm (MT)
Project #2	08/17/2017 10am (MT)	09/22/2017 11:59pm (MT)
Project #3	08/17/2017 10am (MT)	10/06/2017 11:59pm (MT)

Project 1 (Total: 50 points)

Project 1 is based on a column called What's That, which was published in the New York Times for several years. It provided the readers with a short synopsis of an everyday thing that we use most days, that we often take for granted, but for which we know very little. You are to replicate this column with an everyday thing of your choice.

Project 2: (Total: 50 points)

Project 2 asks you to select three artifacts among several examples of tools, structures and signs and to analyze them in the context of the so-called 3 Ps of Design, that is, People, Place and Process.

Project 3: (Total: 50 points)

Project 3 explores the impact that technology (materials and processes) have had on the design of everyday things. The exploration is achieved by analyzing several generations of an object type, and describing the formal changes that have occurred as the result of developments in technology.

Missed/Late Projects

It is the student's responsibility to be aware of the deadlines for the projects; moreover, certain conditions apply for missed projects. The important ones are:

- A project can be submitted if it was missed because of an excused absence (see below). Permission from the instructor is necessary.
- One missed project can be submitted for reasons other than an excused absence. In such a case, the grade earned can be no more than half points per project. Permission from the instructor is necessary.
- If you miss a project, you must inform the instructor (igiard@asu.edu) within 48 hours and provide an electronic copy (e.g. a PDF file) of the document

IND 316 20th Century Design I

The Design School
Arizona State University

supporting your absence (e.g. doctor's note, funeral announcement, letter from ASU's Athletic Department, etc.).

NOTE: All projects must reside on the HOL server. Therefore, do not send your project to the instructor as an attachment in an email. If you do, it will not be accepted. NO EXCEPTIONS.

Quizzes (Total: 150 points)

There is a quiz at the end of each of the five units or sections of the course. Quizzes open and close on the dates listed below. These dates are also viewable from within the course web site. Click the **Quizzes** tab in the main IND 316 course navigation.

QUIZZES	OPEN (MT)	CLOSE (MT)
Quiz #1	08/29/2017 10am (MT)	08/31/2017 11:59pm (MT)
Quiz #2	09/05/2017 10am (MT)	09/07/2017 11:59pm (MT)
Quiz #3	09/12/2017 10am (MT)	09/14/2017 11:59pm (MT)
Quiz #4	09/19/2017 10am (MT)	09/21/2017 11:59pm (MT)
Quiz #5	09/26/2017 10am (MT)	09/28/2017 11:59pm (MT)

Each quiz is comprised of fifteen (15) multiple-choice/true-false questions intended to test your knowledge of facts about the subject matter (2 points for each correct answer). Each quiz is timed. You have 30 minutes to complete each quiz. You will lose 1 point for every two minutes you take beyond the time limit.

General Conditions for Taking an Online Quiz

- You need to have reliable access to the Internet on the day of the quiz.
- Starting a quiz during the last 10-15 minutes of the testing window is unwise, especially if you encounter technical problems; remember, **technical support is only available Monday to Friday, 8am to 5pm. There is no technical support in the evenings or on weekends.**
- Quizzes can only be done online. Submission of quizzes via email or in printed form will not be accepted. No exceptions.
- The use of smart phones for taking a quiz is forbidden. **Don't even try!**
- Quizzes are not to be taken as a group effort or with any other form of collaboration.
- No other Web pages or tabs can be open while taking a quiz. The system logs all browser activity. **Opening new browsers or new browser tabs can invalidate your testing session.**
- Do not give your unique course password to another person or allow another person to access the course to take a quiz in your name.

NOTE: ALL BROWSER ACTIVITY IS LOGGED. Accessing course videos while you are taking a quiz will result in a failed quiz session.

Submitting Online Quizzes

Certain conditions apply for online quiz. The important ones are:

- Online quizzes that have been submitted CANNOT be reset (see below). Grades will stand as posted.
- If you experience computer or technical problems during an online quiz DO NOT SUBMIT the quiz. For instance, if images fail to load, or the quiz itself seems incomplete.

IND 316 20th Century Design I

The Design School
Arizona State University

- If you suspect a technical error, exit the browser immediately and address the problem by trying to take the quiz again on a different computer, or by contacting technical support at HOLSupport@asu.edu. **Do not contact the instructor.**
- Submitted quizzes cannot be retaken. **No exceptions.**

Resets for Online Quizzes

A reset for an online quiz is an action usually taken by a student prior to contacting technical support. If you experience a glitch during an online quiz, close your browser. When you attempt to restart the online quiz, the system will ask you to confirm the reset. Some important facts about resets:

- Only one online reset is allowed per **each** online quiz.
- **In total, only two online resets on online quizzes are allowed in any given semester.**

Missed/Late Quizzes

It is the student's responsibility to be aware of the dates and times for the online quizzes; however, there are conditions that apply for missed online quizzes. The important ones are:

- A quiz can be taken if it was missed because of an excused absence (see below). Permission from the instructor is necessary.
- One missed quiz can be taken for reasons other than an excused absence. In such a case, the grade earned can be no more than half points per quiz. Permission from the instructor is necessary.
- If you miss an quiz, you must inform the instructor (jgiard@asu.edu) within 48 hours and provide an electronic copy (e.g. a PDF file) of the document supporting your absence (e.g. doctor's note, funeral announcement, letter from ASU's Athletic Department, etc.).
- If you experience personal, medical or other unforeseen problems during a quiz, **DO NOT TAKE OR SUBMIT THE ONLINE QUIZ.**
- Instead, email the instructor (jgiard@asu.edu) immediately to begin a discussion of your situation.
- Depending on the situation, the instructor may ask for a different type of quiz as the replacement for a missed online quiz.

Excused Absences

Excused absences apply for all assessments. Excused absences include:

- Personal illness (documented);
- Religious holidays (conforming to the [ASU list](#));
- Unexpected personal emergencies such as death of an immediate family member (documented);
- Jury duty or other similar court obligation (documented);
- Military duty and/or assignment (documented); or
- Direct participation in a sport event as an ASU athlete (documented).

Absences that will not be considered include but are not limited to:

- A previously scheduled obligation such as a family reunion or trip;
- Personal obligations prior to or after an official holiday;

IND 316 20th Century Design I

The Design School
Arizona State University

- Job or work obligations;
- Attending a wedding (even your own);
- Illness of a family member;
- Workload in other courses;
- Not having the course textbook;
- A computer virus, internet failure, computer crash or other similar computer-related issue; or
- The death of a pet.

NOTE: Please do not ask for these or other similar exceptions. They will not be granted.

Make-up Blogs, Projects and Quizzes

Exceptionally, the instructor may grant make-up blogs, projects and/or quizzes if there is a valid excuse. The instructor in consultation with the student will determine a date for submission.

Late Submissions

Late submissions for blogs, projects and quizzes that do not conform to the rules of excused absences will be graded but cannot earn the student more than half of the point total for a given blog, project or quiz (e.g. if the project is worth 50 points and is turned in late, the most points it can receive is 25).

NOTE: No blog, project or quiz will be accepted after the last day of scheduled class.

15 Grading

The following grading schedule will be used to calculate the final grade for the course. It is based on a total of 450 points:

431-450	A+	371-390	B+	310-330	C+	0-224	E
411-430	A	351-370	B	270-309	C		
391-410	A-	331-350	B-	225-269	D		

How do I earn my grade in this course?

The instructor does not give grades. Neither are grades gifts nor entitlements. Simply put, grades are earned. Furthermore, grades are a reflection of outputs, not of inputs. What's an input? An output? An input is an immeasurable expectation. It includes such things as accessing and viewing online course material, reading the book, working hard, and studying. As worthy as such inputs are they do not always translate directly into grades. Outputs are different. Outputs are more measurable; for example, correct answers on quizzes. What does this mean to you? A good example is a student who is negligent about viewing the online lectures (an input) but who still does well on the quiz (an output) compared to a student who watches the online lectures but does not do well on the quiz thereby earning a low grade. In other words, watching the lectures (input) does not automatically guarantee good grades (an output)

One more point about grading needs to be mentioned. We do not 'dock' points. That is, we do not deduct points for this or that. To do so assumes that there were points for you to lose in the first place. The grading practice in IND316 is quite simple. For any blog, project or quiz, everyone begins with zero points. Points are then added when earned.

IND 316 20th Century Design I

The Design School
Arizona State University

Fairness in Grading

Students are always concerned about fairness in testing, evaluation, and grading. And so they should be because design, as an academic subject, poses a particular challenge. Unlike mathematics, for example, the subject matter appears to be more subjective. Consequently, fairness becomes more of an issue.

Given the nature of the subject, every precaution is put into place to make all testing, evaluation, and grading as fair as possible. What is patently unfair, however, is when students ask for additional assignments to raise their grades or for an additional point or two to raise a grade or to make exceptions to the rules. To agree to such requests would be unfair. Why? Because such a practice rewards one student over all the others. To be fair, rules must apply to all students equally, not just to one or two.

16 Readings and Viewings

Readings and viewings enhance the understanding of the subject matter. Reading and viewings can be found in most chapter tabs on the course Web site, directly above the video player.

17 Special accommodations

To request academic accommodations due to a disability, please contact the ASU Disability Resource Center at www.asu.edu/studentaffairs/ed/drc/#; Phone: (480) 965-1234; TDD: (480) 965-9000. This is a very important step as accommodations may be difficult to make retroactively. If you have a letter from their office indicating that you have a disability which requires academic accommodations, in order to assure that you receive your accommodations in a timely manner, please present this documentation to me no later than the end of the first week of the semester so that your needs can be addressed effectively.

18 Writing Tutoring

One-on-one appointment-based online writing tutoring is available to students in any course and at any stage of the writing process. Students meet with tutors in real time online using Adobe Connect. Rather than correct papers for students, writing tutors will review documents and dialogue with students about common errors and areas for revision. The center is open Sundays-Thursdays with appointments available between the hours of 2pm and 10pm. The schedules for online writing, along with information on how students can make and attend appointments, can be found online at <https://tutoring.asu.edu/online-tutoring>.

19 Academic Mentoring

Using Adobe Connect, academic mentors meet in real time with students one-on-one for a personalized approach to improving academic skills such as time management, blackboard reviews, quiz preparation, and more. The schedules for academic mentoring, along with information on how students can make and attend appointments, can be found online at <https://tutoring.asu.edu/online-tutoring>.

20 Academic Integrity

All students are expected to abide by the ASU code of student conduct, which is available at: <https://students.asu.edu/srr/code>, and the Student Academic Integrity Policy, which can be found at: <http://provost.asu.edu/academicintegrity>.

IND 316 20th Century Design I

The Design School
Arizona State University

The written content of blogs and projects must be in your own words. Proper citation must also be provided where required including images used in projects.

No collaboration or use of outside sources of any kind is allowed on any quiz. This includes viewing the course website while taking the quiz, listening to audio excerpts on another student's quiz, discussing the quiz with another student before taking it, and other such behavior. The quizzes are not open-book or open-note. All words and ideas included in your work that are not your own must be cited.

Any violation of this policy will result in sanctions and may result in further disciplinary action. Sanctions may include failure of the course (E), failure by reason of academic dishonesty (XE), and others as outlined by the ASU policy. All violations of the Code detected during the term will be sanctioned, even if the assessment has already been graded and points assigned.

Do not share your course ID and password with anyone. Log out of the course website when you are finished with it. Do not allow another student to use the course website under your password, even if s/he is also in the course. Each student is fully responsible for all activity that takes place on the course website under his/her password.

Consequences of plagiarism in IND 316: *“When concluding that an incident of academic dishonesty has occurred, the course instructor may apply sanctions ranging from discussion and/or verbal reprimand of the student to more concrete actions. These actions include but are not limited to lowering credit for the assignment, giving a failing grade for either the assignment or the entire course, recommendation to the chair/director of suspension and/or dismissal of the student and/or a recommendation to the Dean of Students to deal with the incident of academic dishonesty.”*

21 Course Withdrawal

Withdrawal from this course is your responsibility. Course registration changes are processed through MyASU: <http://my.asu.edu>.

22 Important Dates Fall 2017 Session A:

Aug 17	First Day of Classes (Sessions A)
Aug 18	Drop/Add Deadline
Aug 23	Tuition & Fees 100% Refund Deadline
Sep 6	Course Withdrawal Deadline
Oct 6	Complete Withdrawal Deadline
Oct 6	Classes end
Oct 9	Final Grades due

23 Changes to the Syllabus

The syllabus is an implied contract between the instructor and the student. Consequently, it will not change in any significant way over the duration of the course. However, there are times when minor modifications need to be made. This being the case, the instructor will do everything in his power to keep

IND 316 20th Century Design I

The Design School
Arizona State University

changes to a minimum. If and when there are changes, students will be advised by email.