



## INTRODUCTION

### Course description:

The Creation Laboratory is a space for transdisciplinary learning where, through an integrated vision on different ways of making, it is facilitated and promoted an understanding and deepening in know hows and craft transversal skills. It has an experimental character which makes its developed contents centered on the exploration of the possibilities offered from the combination of techniques and production processes. This way, common resources to design are detected, overcoming disciplinary limits so the student achieves the capacity to go through a personal understanding of those techniques and production processes. Priority is given to exploration of the possibilities offered from a mix of creative techniques, always through praxis, being the act of making the learning method in this space.

- **Degree:** DESIGN
- **Module in the Degree Program:** Module 4. Comprehensive Laboratories
- **Area:** Area 3. Transdisciplinary creative techniques laboratories
- **Credits:** 6 ECTS
- **Year/Semester:** 3rd year, 1st semester
- **Type of course:** Mandatory
- **Instructors:** Amaia Zuazua Ros and María Duro.
- **Language:** English
- **Department:** Construction, Buiding Services and Structures. School of Architecture.
- **Lectures schedule:**

## COMPETENCIES

### BASIC COMPETENCIES

- BC1: Students should have demonstrable knowledge and understanding of an area of study that builds on the base knowledge of general secondary education, and at a level at which, although supported by advanced text books, also includes aspects that imply knowledge related to the vanguard of the field of study.
- BC3: Students should have the ability to gather and interpret relevant data (normally within their area of study) in order to make judgments that reflection on relevant social, scientific or ethical issues.
- BC5: Students should have developed the learning and study skills that are necessary for undertaking studies with a high degree of autonomy.

### GENERAL COMPETENCIES

- GC2: Analyze, evaluate and present the creative qualities of the different technical and material resources in the field of design.
- GC4: Propose, create and express (both written and verbally) concrete solutions to design challenges that affect today's society.



# Universidad de Navarra

- GC5: Skillfully manage modern technologies geared toward creation and manufacturing processes specific to the design world.
- GC6: Ability to speak English, B2 level, with knowledge of scientific and academic terminology related to the world of art, design, and applied arts.
- GC7: Analyze products or services in relation to the technological and productive possibilities of the creative industry.

## SPECIFIC COMPETENCIES

- SC9: Integrate creative processes by linking different disciplines and contemporary applied arts with design.
- SC10: Know the systems and industrial manufacture processes specialized according to the different fields of design.
- SC17: Know the artistic traditions of Western culture and apply the corresponding technical, economic, social, and ideological foundations to design.
- SC19: Evaluate the foundation of Hispanic artisanal tradition and its application to design.

## PROGRAM

Product Creative Laboratory focuses its activity on the empirical study of physical matter through the analysis of different materials, techniques and processes. Technical content in this course will be limited to the description of specific materials, being the practical work in the core of the contents. The work in this course is of different natures:

- Creative tools – Exploring matter and connections. Brief exercises to encourage the students to explore creative connections and represent artifacts through the use of materials.
- Techniques and processes: Classroom lessons that include technical fundamentals about specific materials and processes, open group discussions and practical exercises of specific techniques.
- Project development: Through the work in the lab, the student will develop the necessary skills to know in depth specific materials and handle the tools, techniques and processes in each case. This will be based on the exploration and experimentation in order to consolidate the required foundations to generate prototypes according to the needs of each project.

The course has been planned together with Design Studio V, following the schedule and contents so the acquired knowledge and practice in the lab can be used in the development of Design Studio V project.

## EDUCATIONAL ACTIVITIES

AF01 Attendance and participation in theoretical face-to-face classes (6 h)

AF02 Attendance and participation in practical face-to-face classes (54 h)

AF03 Seminar's participation (12 h)

AF04 Tutor-driven exercises (individual and in groups) (45 h)

AF05 Office hours (3 h)



Universidad  
de Navarra

AF06 Personal work and study (30 h)

## ASSESSMENT

### ORDINARY CALL

SE01 Attendance control and level of participation\* 10%

SE02 Practical exercises 70%

- Exercise
- WS: A. Anastasio
- Final project: pre-jury and jury\*\*

SE03 Oral defense of the projects 20%

---

*\*It is mandatory to attend at least 80% of the classes, otherwise the student will lose the right of evaluation of the complete course.*

*\*\* It is mandatory to pass the final jury submission and presentation to pass the course.*

Final mark will be the result of the calculation made according to the table above. It is passed with a mark equal or higher to five. In accordance with what is established in Article 5 of Royal Decree 1125/2003, the results obtained are adjusted to the numerical scale from 0 to 10, with one decimal expression, to which the corresponding qualitative qualification can be added:

0,0 - 4,9 Suspenso (SS); 5,0 - 6,9 Aprobado (AP); 7,0 - 8,9 Notable (NT); 9,0 - 10 Sobresaliente (SB)

#### Review:

- Students will be able to review the exams in an interview with the professor, after publication of the grades, in a day and place that will be indicated.

### EXTRAORDINARY CALL

Students not having passed the ordinary call in December will present an individual exercise in the extraordinary call of June. The statement will be given at the beginning of the extraordinary call exams and the presentation day will be defined in the official calendar of the school. This individual exercise is 100% of the mark of the extraordinary call.

As stated in the General Evaluation Regulations of the University of Navarra approved in May 2019, "Students who request it may be evaluated in the extraordinary call, even if they have passed the course in that course. To do this they must request to be included in the minutes at least five days before the start of the exam period of that call. The final grade of the subject will be that of the extraordinary call, even if it is lower than the one obtained previously".

Therefore, the grade obtained in the extraordinary call will be the valid one, regardless of that obtained in the ordinary call, even the student may not pass the subject if he/she fails to attend.

## OFFICE HOURS



Universidad  
de Navarra

Amaia Zuazua Ros ([azuazua@unav.es](mailto:azuazua@unav.es))

- Office: B1106. Second floor. School of Architecture.
- Meetings by appointment.

## BIBLIOGRAPHY AND RESOURCES

### \_BASIC\_

Dardi, D., Pasca, V., Auerbach-Lynn, B., & Turnbull, K. (2019). **Design history handbook**. Silvana. [Localízalo en la Biblioteca](#)

Bürdek, B. E., Dale, M., Richter, S., & Hausmann, N. (2015). **Design: history, theory and practice of product design** (2nd rev. ed.). Birkhäuser [Localízalo en la Biblioteca](#)

Norman, D. A. (2023). **Design for a better world** (1st ed). MIT Press

Munari, B. (2016). **¿Cómo nacen los objetos?**. Ed. GG Barcelona. [Localízalo en la Biblioteca](#)

Nielsen, D., & Thurber, S. (2016). **The secret of the highly creative thinker**. BIS Publishers. (In Spanish: "Conexiones creativas") [Localízalo en la Biblioteca](#)

### \_RESEARCH AND DEVELOPMENT\_

Rodgers, P., & Milton, A. (2011). **Product Design**. Laurence King Publishing [Localízalo en la Biblioteca](#)

O'Grady, J. V., & O'Grady, K. V. (2017). **A Designer's Research Manual, Updated and Expanded: Succeed in Design by Knowing Your Clients and Understanding what They Really Need**. Rockport Publishers. [Localízalo en la Biblioteca](#)

Stephanie Marsh. (2022). **User Research: Improve Product and Service Design and Enhance Your UX Research: Vol. 2nd ed**. Kogan Page [Localízalo en la Biblioteca](#)

**Delft Design Guide: Perspectives, Models, Approaches, Methods** (2020) eBook [Localízalo en la Biblioteca](#)

Ulrich, K. T., Eppinger, S. D., & Alvarez, R. V. M. (2004). **Diseño y desarrollo de productos: enfoque multidisciplinario**. McGraw-Hill.

### \_MATERIALS\_

Lefteri, C. (2014). **Materials for Design**. Laurence King Publishing [Localízalo en la Biblioteca](#)

Lefteri, C. (2015). **Making it: manufacturing techniques** (2nd ed.). Laurence King [Localízalo en la Biblioteca](#)

Ashby, M. F. (2011). **Materials selection in mechanical design** (4th ed.). Butterworth-Heinemann. [Localízalo en la Biblioteca](#)

Daniel Kula, & Élodie Ternaux. (2014). **Materiology: The Creative Industry's Guide to Materials and Technologies: Vol. Expanded edition**. Birkhäuser [Localízalo en la Biblioteca](#)



Universidad  
de Navarra

Thompson, R., Thompson, M., & Burgess, N. (2017). **The materials sourcebook for design professionals**. Thames & Hudson. [Localízalo en la Biblioteca](#)

Thompson, R. (2012). **Manufacturing processes for design professionals (Repr.)**. Thames & Hudson.

Andrés, J. P. (2009). **Selección de materiales en el proceso de diseño**. Ediciones CPG. [Localízalo en la Biblioteca](#)

### **\_OTHERS\_**

Barbero, B. R., & Maté, E. G. (1999). **Dibujo técnico**. Madrid: AENOR.

Kries, M., & Eisenbrand, J. (2019). **Atlas of furniture design**. Vitra Design Museum. [Localízalo en la Biblioteca](#)

Julier, G., & Muslera, M. (2010). **La cultura del diseño (2a ed.)**. Gustavo Gili [Localízalo en la Biblioteca](#)

Duncan Baker-Brown. (2017). **The Re-Use Atlas: A Designer's Guide Towards the Circular Economy**. RIBA Publishing [Localízalo en la Biblioteca](#)

Dunne, A., & Raby, F. (2013). **Speculative everything: design, fiction and social dreaming**. MIT press. [Localízalo en la Biblioteca](#)

Sennett, R. (2008). **The craftsman**. Yale University Press. [Localízalo en la Biblioteca](#)

Sennett, R. (2012). **Together: The rituals, pleasures and politics of cooperation**. Yale University Press. [Localízalo en la Biblioteca](#)

Tusquets, O. (1998). **Todo es comparable**. Anagrama. [Localízalo en la Biblioteca](#)

Tusquets, O. (1994). **Más que discutible**. Observaciones dispersas sobre el arte como disciplina útil. [Localízalo en la Biblioteca](#)

Chillida, E., & Fernández, N. (2005). **Escritos**. La Fábrica. [Localízalo en la Biblioteca](#)

Ingold, T. (2013). **Making: Anthropology, archaeology, art and architecture**. [Localízalo en la Biblioteca](#)

RoutledgeJencks, C., & Silver, N. (2013). **Adhocism: the case for improvisation**. MIT Press. [Localízalo en la Biblioteca](#)

Sterling, B. (2005). **Shaping things**—Mediawork pamphlets. [Localízalo en la Biblioteca](#)

Malpass, M. (2017). **Critical design in context: History, theory, and practices**. Bloomsbury Publishing. [Localízalo en la Biblioteca](#)

McCullough, M., & Crafts, A. (1996). **The practiced digital hand**. Cambridge, MA, MIT Press. [Localízalo en la Biblioteca](#)

Munari, B. (2008). **Design as art**. Penguin UK. [Localízalo en la Biblioteca](#)