



**AMERICAN UNIVERSITY
OF CYPRUS**

Course Code DSM 401	Course Name Design by Research	ECTS Credit 6
Pre-Requisite -	Course Type Compulsory	Language of Instruction English
Year of Study 4 th	Level of Course 7 th Semester	Mode of Delivery On Campus

Course Objectives:

This course is designed to provide students with the theoretical, practical, and technical knowledge to identify, define, analyze, and interpret data from a broad range of sources to support critical design decisions in a variety of contexts and using a range of methodologies. The students will gain technical skills in research methodology including the collection, analysis, and interpretation of multiple data sets using narrative and predictive techniques and models. Learners will develop the capacity to critically assess and incorporate within their individual project's insights, methodologies, and elements from referenced works and sources originally and productively.

Learning Outcomes:

- Acquire a general overview of selected systems of thought, ideas, and contributions to contemporary design thinking and practice stemming from a wide array of disciplines.
- Conduct research in the fields of architecture and design, humanities, social theory, critical discourse, and cultural studies, and extract meaningful insights that may productively inform the conception and development of a design project.
- Understand and extract concepts, methodologies, and structures of knowledge present in a wide array of sources.
- Apply complex theories and practice of knowledge and intellectual design experimentations
- Apply theories to a wide range of Design scenarios
- Gain the ability to gather and interpret cultural elements to form critical views that include reflection on aesthetic, ideological, and social issues.
- Formulate a framework for thinking about concepts such as space identity, situated knowledge, and cultural labor.
- Correlate further theoretical and methodological concepts to core issues and decisions of individual design projects.

Teaching Methodology:

- Reading and resolving problems
- Working on problem-solving
- Attendance and participation in class
- Monitor discussions
- Writing and replying to objective-type questions
- Solving unstructured questions and case studies
- Brief oral presentation before starting a new chapter and reply to queries from students
- Homework for revision purposes I
- interaction and collaborative learning
- Simulation and Role Playing
- Video Watching

Course Content:

The course is based upon Case study examples, providing different eras for:

- Search, analyze and synthesize of data and information, using the necessary technologies
- Work in an interdisciplinary environment
- Production of new research ideas
- Definition of special cases appropriate methodology
- Creative and inductive thinking

Assessment Methods:

Participation, Midterm Exam, Project, Final Exam

Required Textbooks/Reading:

Title	Author(s)	Publisher	Year
Liveness: Performance in a mediatized culture.	Auslander, P.	Routledge.	1999
Digital practices: aesthetic and neuroesthetic approaches to performance and technology	Palgrave Macmillan	Broadhurst, S.	2007
Art as Experience.	Dewey, J.,	TarcherPerigee	2005
The Language of New Media	Manovich, L	MIT Press.	2001
Understanding media: the extensions of man.	McLuhan, M.	Routledge	2001
Theory and practice: the Gertrude Stein Repertory Theatre.	Reaves, J		1995
Cyberspace textuality: computer technology and literary theory.	Ryan, M.-L	Indiana University Press	1999