Course Title	**Designing and Visualizing Data**
Course Code	**IDS430**
Course Type	Compulsory
Level	Bachelor
Year / Semester	4th / Fall
Teacher's Name	Panagiotis Roupas

ECTS	6	Lectures / week	3	Laboratories / week	0

Course Purpose and Objectives	In this course students explore the art, science and practice of information visualisation, and particularly the basic elements of position, shape, size, brightness, color, orientation, texture. Students will focus on strategies to utilize design as a means for communication and will apply creative design strategies employing typography, image, and sound to explore the principles and methodologies associated with the development of communication design as a visual language. This course focuses on the dynamism of information and design and use multimedia to create information systems and databases so as to create interactive communication processes and navigation systems.
Learning Outcomes	Upon completion of the course students will: - Understand the basic elements of visual perception, aesthetics of visual media, techniques for processing and manipulating information, and methods for evaluating information design projects. - Understand the basic design processes used in order to communicate ideas through different mediums. - Understand the basic elements of visual composition, the design strategies used in order to express the content, objective, and principles of information design. - Understand that aesthetics constitutes an integral part of design. - Develop their conceptual awareness of their perceptual skills in order to generate their own ideas. - Develop creative skills in expressing and communicating their design projects both to specialized and non-specialized audiences.

	- Acquire skills in the field of semiotics - signs, words, or images - in order to better communicate information clearly towards specific audiences in specific situations in order to meet defined objectives. - Prepare students to generate design solutions in a world that is supposed to provide constant access to information.		
Prerequisites	-	Required	-
Course Content	The course includes both lectures and individual projects which explore: - The basic elements, principles and processes of communication processes, the role of communication, the development of visual communication. - The basic elements of semiotics and how they apply from information design to space design. - The need for research in art and design, the methods of research and the introduction of quantitative and qualitative research. - Visual strategies are examined and applied to different projects so as to highlight or undermine visual elements according to the design intentions. - The basic human sensory perceptions and emotions generated by the ways in which people and objects act on each other by identifying issues in design, and extract ideas from them. - The use of various categories in information design such as signage systems, wayfinding systems, data visualisation, and visual identity.		
Teaching Methodology	• Studio work • Visual presentations • Conceptual models and drawings • Lectures • Project briefing • Monitor discussions • Visual research methodologies • Brainstorming techniques • Concept development processes • Interaction and collaborative learning • Guest speakers		
Bibliography	Hara, Kenya. *Ex-Formation*. Lars Muller Publishers, 2015. Karjaluoto, Eric. *The Design Method*. New Riders, 2013. McLuhan, M., *The Medium is the Massage: An Inventory of Effects.* Penguin Classics. 2008 Crow, D. *Visible Signs: An Introduction to Semiotics.* Bloomsbury. 2015 Gobert, Inge, and Johan van Looveren. *Thoughts On Designing Information.* Lars Müller Publishers, 2014.		
Assessment	Design perception 40%		

	Research and methodology 20%
	Experimentation 20%
	Presentation 20%
Language	English