H/SS Elective: Technology and Social Change

Spring, 2024

INSTRUCTOR: Zhao Shuai
OFFICE: College of Art, Sichuan University
EMAIL: zhaoshuai@scu.edu.cn
OFFICE HOURS: 3
LECTURES: Social Design and Crossover Thinking
RECITATION:
TEXTBOOK: 林迅，于钊：《社会设计概论》，上海交通大学出版社，2020。
TEACHING ASSISTANT: Yang Wenjie

DESCRIPTION:
Social Design is committed to focus on the formation and development of specific problems in the "social process" from different perspectives, helping students find and pay attention to the influences and changes brought by these problems, and learning to use aesthetic and narrative design language to describe. This course also provides students an insight into the reality, cultivating students' consciousness of social responsibility. The content of this course covers eight parts, including design and national security, design and energy security, design and ecological civilization, design and food security, design and life and health, design and artificial intelligence, design and rural construction, design and housing.

COURSE OBJECTIVES:
 1. Focus on cultivating students' design thinking, guiding them to observe the world from a multidisciplinary perspective, and constructing their own direction of development.
2. Focus on cultivating students' pursuit of observing the beauty of life, discovering design highlights in life, and paying attention to social details.
3. Apply the logic of 'Design Thinking' to watch and think about the development of our society, and explore practical needs and solution paths. Advocating the pragmatic spirit of student research rooted in the local area, stationed in Southwest China, and doing research on the motherland in the investigation and research.

LEARNING OUTCOMES/APPLICABLE ABET STUDENT OUTCOMES FOR THIS COURSE:
   1) To gain insights into the systemic workings of specific issues in 'social processes' at different scales.
   2) Identify and keep an eye on the leverage points of impact and change, and communicate them in the language of aesthetic-narrative design.
   3) The aim is to develop students' attention to reality and society.

GRADE DETERMINATION: Hundred Mark System

EXAMS: Yes

GRADE REBUTTAL: Video Editing & Production

HOMEWORK: Research Report

MATERIAL COVERED: The sequence of the sections covered in this class is:

Week	Contents	Descriptions
1 (02/24)	1.1 – 1.3	1. Design and Design Creation
2 (03/3)	2.1 – 2.3	2.Content of the Design
3 (03/10)	3.1 – 3.3	3. The Role of the Designer
4 (03/17)	4.1 – 4.3	4. Interpretation of Good Design
5 (03/24)	5.1 – 5.3	5. Design and Social Development
6 (03/31)	6.1 – 6.3	6. Bad Design Difficulties
7 (04/07)	7.1 – 7.3	7. Branding and Classic Design
8 (04/14)	8.1 – 8.3	8. Infographic Design
9 (04/21)	9.1 – 9.3	9.Design for the Digital Age
10 (04/28)	10.1 – 10.3	10.Bridging the Gap in Art and Design Exam1 on 04/28
11 (05/05)	11.1 – 11.3	11.Creating Social Value through Design - Post-Disaster Reconstruction Design
12 (05/12)	12.1 – 12.3	12. Inside the Creation of Social Value - Design for Vulnerable Groups
13 (05/19)	13.1 – 13.3	13. In Situ Experimentation and System Innovation - Food Ecological Design
14 (05/26)	14.1 – 14.3	14.Social Systems and Cultural Resources - Designing for Community Renewal
15 (06/02)	15.1 – 15.3	15.Cultural Flavour and Spirit of Place - Urban Renewal Design
16 (06/09)	16.1 – 16.3	16.Mindset and Innovation Dissemination - Culture Enabling Design
17 (06/16)	17.1 – 17.3	17.Social Economy and Service Innovation - Design for Shared Living Exam 2 on 06/16