

Product Design Bridging Menu








You are about to start an exciting journey into the world of design, good luck!

Remember

- Choose what modules you do and when, but work through them consistently. Different tasks will take you varying amounts of time, but on average you should aim to do one or two per week.
- All green tasks are core modules, they are compulsory and must be completed and uploaded onto your application by 19 August
- 🌶️ The red hot chili indicates that the task is more challenging than the others
 - Numbers eg (1) correspond to how you should evidence the module which can be found in the slides following the menu. They can be saved within this PowerPoint or as separate documents clearly labelled with the subject.

Product Design Bridging Menu

(Green modules are core (compulsory) modules ,  indicates the most challenging modules)

Read 	Watch 	Listen 	Visit 	Do 
<p>The Eco-Design Handbook - Alastair Faud –Luke. <i>The most comprehensive publication that catalogues and represents the vast array of ingenious green products available to the everyday consumer, scrutinizing every aspect of our designed world.</i> (1)</p>	<p>Design Is One: The Vignellis <i>Italian-born Massimo and Lella Vignelli are among the world's most influential designers. Throughout their long career, their motto has been, 'If you can't find it, design it'</i></p>	<p>Listen to the following podcasts based on Product/Digital Design.</p> <ul style="list-style-type: none"> • Design better podcast 	<p>Visit the Design Museum (2)</p>	<p>MOOCs https://www.futurelearn.com/courses/ Search through the MOOCs on Unifrog using the filter 'Design' or 'Engineering' and chose one that particularly interests you (6)</p>
<p>Design Museum: Contemporary Design Catherine McDermott <i>A selection of nearly 400 of the best and most enduring examples of modern design, including the very latest examples from the twenty-first century.</i> (1)</p>	<p>The Creative Brain <i>Neuroscientist David Eagleman taps into the creative process of various innovators while exploring brain-bending, risk-taking ways to spark creativity.</i> (1)</p>	<ul style="list-style-type: none"> • Design matters podcast 	<p>Look at courses and view Open days/virtual tours Brunel Design School undergraduate courses Brunel University of London</p>	<p>Research and create a research study on these 3 design movements:</p> <ul style="list-style-type: none"> • Arts and Crafts • Bauhaus • Memphis <p>And these 3 designers:</p> <ul style="list-style-type: none"> • Marianne Brandt. • James Dyson • Margaret Calvert (4)
<p>50 Product Designs: Process - Jennifer Hudson. <i>An in-depth study of the creative and manufacturing processes behind 50 contemporary domestic design objects.</i> (1)</p>	<p>Print the Legend <i>This award-winning, original documentary chronicles the race for market leadership in 3D printing, the next wave of technological evolution.</i> (1)</p>	<ul style="list-style-type: none"> • The honest designers show • This is product management • Product podcast 	<p>Visit these places for some design inspiration</p> <ul style="list-style-type: none"> • The Viktor Wynd • Victoria and Albert Museum • Museum of Curiosities, East London • Twenty Twenty One, Islington • Museum of Brands • London Transport Museum • Tate Modern • Material Lab • Sketch, London (3) 	<p>Design your own gaming controller. Annotate the following:</p> <ul style="list-style-type: none"> • Materials • Manufacturing methods • Inspiration • Context – what is it for? Who would use it? What problem would it solve? (5)
<p>How Designers Think: The Design Process Demystified - Bryan Lawson  <i>Depicts he belief that we all can, and do, design, and that we can learn to design better</i> (1)</p>	<p>TED Talks (1)</p> <ul style="list-style-type: none"> • Sustainability by design • Legends of the design world • Human-centered design • Organic design, inspired by nature • My simple invention, designed to keep my grandfather safe • Design is in the details • The first secret of design is ... noticing 	<ul style="list-style-type: none"> • UI Breakfast 		
<p>Designed for Kids - Phyllis Richardson <i>A guide to designing products for children from nursery age to pre-adolescence.</i> (1)</p>		<p>6 Essential Podcasts for Product Designers to Listen</p> <p>(1)</p>		

Book/Journal/Podcast/Film Review



Review by: _____
Title: _____
Author: _____
Review of (please circle)
Book Journal Podcast Film Documentary

Would you/would you not recommend it? Why?

Rating:



What was it about?

What did you find particularly interesting/inspiring/shocking? Has this changed your opinion?

How does it link to this subject and why is it important?

What would you like to learn more about?

Museum/Gallery Visit: Design Museum:



(2)

What interesting products or designs did you see? Which were your favourites?

Why did you like these particular exhibits?

What was something new that you discovered/saw/found out?

What could you take inspiration from in your future product design work?

Include images here to document your visit:

Museum/Gallery Visit: Your Choice:



(3)

Where did you visit?

What interesting products or designs did you see? Which were your favourites?

Why did you like these particular exhibits?

What was something new that you discovered/saw/found out?

What could you take inspiration from in your future product design work?

Include images here to document your visit:



Biography:

*Picture of
the designer*

Images of their work

What are key features of this designer's work?

What inspired their work?

What are they most well-known for?



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Design Research:

Arts and Crafts Movement:



(4)

When was this design movement?

What historical context was there at this time?

What are key features of this design movement?

What inspired the work?

What designers and products is this movement best known for?

Images of work from this design movement



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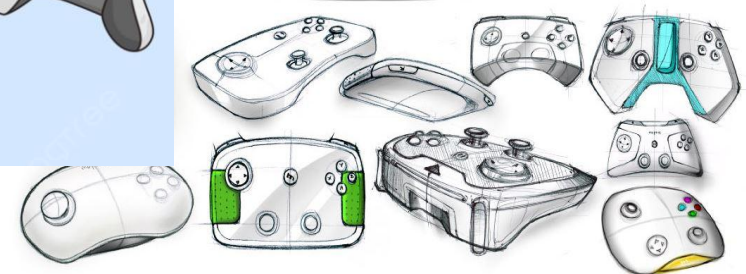
What inspired the work?

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Exemplar work:



Design Task:

Gaming Controller



(5)

Your work:



Evidence your progress: notes and/or screenshots