# Instructive Cultivation Plan for the Program of Industrial Design 

(Grade 2019)

## Program code: 080205

## 1. Orientation

The undergraduate program of industrial design is based on engineering science, focuses on the fields of equipment and tool manufacturing, intelligent manufacturing, information and home appliances, faces the enterprise and society, takes the market as the goal, and aims at cultivating compound innovative talents who have the mastery of industrial design theory and knowledge, the ability to design practical operation and design, and innovative ability.

## 2. Cultivation Objective

## 1. General Objective

This program cultivates application-oriented design and management talents who have a sense of social responsibility, design innovation awareness and innovation capabilities, master industrial design theories and skills, have relatively solid basic knowledge of engineering technology and computer-aided design capabilities, and can be engaged in industrial product design.

## 2. Cultivation Value

This program has a teaching objective of "three in one" of value shaping, ability training, and knowledge transfer. The program takes socialist core values and Chinese excellent cultural heritage as the soul and main line, professional skills and knowledge as the carrier, and emphasizes value guidance in knowledge transfer. It will cultivate students' good professional ethics, professional discipline and professional responsibility.

## 3. Requirement for Graduation

1. Ideological, political and moral education requirements:have a strong sense of social responsibility and design ethics, good physical and psychological literacy, empathy, concentration and resilience.
2. Knowledge requirements:master the theories and methods of industrial design, systematic thinking methods, interdisciplinary thinking methods, and basic knowledge of humanities and art disciplines.
3. Ability requirements:have a strong sense of innovation and design, collaboration and communication, creative expression, three-dimensional space creation and quantitative construction, engineering ability with design realization as the objective and practical application ability.
4. Cognition requirements:self-discipline, self-reflection and lifelong learning awareness

Adapted career positions:

1. Engage in product development design and management in the product development department of small and medium-sized enterprises;
2. Engage in product planning, development and design in industrial design companies and product design companies;
3. Start a business independently or jointly and become a freelance designer.

## 4. Schooling System

Four-year undergraduate education

## 5. Length of Study

Generally four years. The length of schooling can be flexible from no less than three years to no longer than six years.

## 6. Requirements for Graduation and Degree Conferring

Students of this program must complete the minimum credits required for each category of courses and complete all the content specified in extracurricular class according to the requirements of the instructional training plan, and the total credits must reach 151 credits for graduation; those who meet the requirements for bachelor's degree can be conferred bachelor degree in engineering.

## 7. Discipline

Design Science, Mechanical Engineering.

## 8. Core Courses

## 1. Design Sketch

Through the study of this course, students will be trained to closely combine the observation, understanding and performance methods by using the eyes, brain, and hands, and train the use of lines and perspective laws to accurately express the relationship between form, material and structure. This course will cultivate students' aesthetic awareness through the training of picture composition.

## 2. Design Graphics

This course studies the application of various projection theories and technical drawings, and trains students to master the drawing methods and specifications of basic mechanical drawings and architectural drawings. Through the study of this course, students will be good at using various patterns to communicate with customers and understand the technical and technological requirements on the patterns; be able to reasonably reflect the three-dimensional shape of the design concept with two-dimensional plane graphics. The course emphasizes the combination of theoretical study and practical exercises, and focuses on the cultivation of students' standard drawing and hand-drawing skills.

## 3. Constitution of Design

This course mainly cultivate students' ability to observe and express the form, color, texture, composition, and beauty through the training of basic elements such as plane, three-dimensional, color, etc. Through the study of this course, students will be able to use the rules of composition, cultivate spatial perception and intuitive judgment, and lay a foundation for subsequent product design.

## 4. Design Thinking and Expression

This course mainly improves students' expression ability and creativity, uses graphical thinking methods to inspire students to actively improve product creativity, strengthens the logical
attributes of design, focuses on innovative thinking training, and trains the students to obtain creative new methods for solving problems.

## 5. Computer Aided Industrial Design 1

Through the teaching of this course, students will be proficient in the use of Rhino and KeyShot professional software. The key contents of this course are computer-aided industrial design technology based on Rhino software, so that students can master the NURBS curve modeling skills through learning and achieve industrial-level 3D design. At the same time, this course will achieve the purpose of product rendering performance through the KeyShot renderer and graphic design software.

## 6. Design method and principle

Through the study of this course, students will understand the methods and principles of design, thus laying the theoretical foundation of design ideas for future product system design and development. This course will enable students to establish the ideological concepts with multiple complex attributes such as scientific, systematic, economical, artistic, human-machine, and social in product design.

## 7. Ergonomics

Through the study of this course, students will be able to understand and master the relative relationships and reasonable scales of people, appliances and environments that need to be solved in the product design process, and improve the comfort, rationality and efficiency of people in the process of using products. This course will cultivate students' human-oriented industrial design concepts, enable them to understand the ergonomic design principles and codes in industrial design, and be able to analyze and design products by using ergonomics principles.

## 8. Product form design

Through the study of this course, students can understand the concept, level and value of product form semantics, basically master the semantic features, thinking, methods and typical characteristics, and have a preliminary understanding of the general process of product form semantic design and application, and can use this to guide product form semantics design practice.

## 9. Material and molding process

Familiarity with materials and even easy handling is a manifestation of the designer's level. This course mainly teaches the properties and characteristics of various materials commonly used in design. Through the study of this course, students will master the molding process and methods of commonly used materials, and understand the application of new materials and new processes in design. Through visiting activities, students will further deepen the perceptual understanding of materials, processes and molding methods.

## 10. Product Design Course Group

This course group mainly enables students to master the knowledge, principles and skills of product design, cultivates the basic abilities of students to discover, analyze, and solve problems, and further improves students' design expression, performance and comprehensive design abilities, so that students will be improved in knowledge, sensation, creation, aesthetics and design skills. The course group is divided into three courses:product design I (information products), product design II (tools and equipment products), and product design III (household appliances). Each course completes the corresponding design topic in the teaching process.

## 9. Practical Training (Related courses)

Material modeling C, basic engineering training D, professional cognition practice, model making, graduation design (thesis)
10. Course Structure and Course Hours (excluding extracurricular class)

| Category | Total <br> Credit | $\%$ | Total Course <br> Hours | Theory <br> Learning | Practical <br> Training |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Public Course | 36 | 24 | 704 | 672 | 32 |
| Basic Course | 40.5 | 27 | 648 | 236 | 412 |
| Professional Course | 49.5 | 33 | 792 | 296 | 496 |
| Practical Training | 14 | 9 | 480 | 16 | 464 |
| General Course | 10 | 7 | 160 | 160 | 0 |
| Total | 150 | 100 | 2784 | 1380 | 1404 |
| Theory :Practice(\%) | $50: 50$ |  |  |  |  |

## 11. Teaching Schedule (1)

| Category | Type | Provided by | Course Code | Course Name | Assessment | Credit | Course Hour | $\begin{gathered} \text { Theory } \\ \text { Learning } \\ \hline \end{gathered}$ | Practical Training | Semester |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Public Course | Required | School of Marxism | b1080001 | Basic principles of Marxism | Test | 3 | 48 | 42 | 6 | Autumn semester 1 |
|  | Required | School of Marxism | b1080003 | Ideological and moral cultivation and legal foundation | Non-test | 3 | 48 | 42 | 6 | Autumn semester 1 |
|  | Required | School of Marxism | b1080006 | Outline of Chinese Modern History | Non-test | 3 | 48 | 42 | 6 | Spring semester 1 |
|  | Required | School of Marxism | b1080004 | Introduction to Mao Zedong Thought and the Theoretical System of Socialism with Chinese Characteristics I | Test | 3 | 48 | 42 | 6 | Autumn semester 2 |
|  | Required | School of Marxism | b1080007 | Introduction to Mao Zedong Thought and the Theoretical System of Socialism with Chinese Characteristics II | Test | 2 | 32 | 28 | 4 | Spring semester 2 |
|  | Required | School of Marxism | ----- | Situation and Policy (Module 1~4) | Non-test | 2 | 32 | 28 | 4 | Autumn semester $1 \sim$ Spring semester 2 |
|  | Required | College of Arts and Sciences | b1020084 | Advanced Mathematics C | Test | 4 | 64 | 64 |  | Autumn semester 1 |
|  | Required | College of Arts and Sciences | b1020018 | College Chinese | Non-test | 2 | 32 | 32 |  | Autumn semester 1 |
|  | Required | Department of Physical Education | ----- | Physical Education I $\sim$ VI | Non-test | 3 | 160 | 160 |  | Autumn semester $1 \sim$ Autumn semester 4 |
|  | Required | Others | b1110003 | Military skills | Non-test | 0.5 | 2W |  |  | Autumn semester 1 |
|  | Required | College of Arts and Sciences | b1110002 | Military theory | Non-test | 0.5 | 32 | 32 |  | Spring semester 1 |
|  | $\star$ English (Selective, module, 10 credits) | Module A | b1020003 | General English III | Test | 3 | 48 | 48 |  | Autumn semester 1 |
|  |  |  | b1020004 | General English IV | Test | 3 | 48 | 48 |  | Spring semester 1 |
|  |  |  | b1020005 | General Academic English A | Test | 2 | 32 | 32 |  | Autumn semester 2 |
|  |  |  | --- | English development | Non-test | 2 | 32 | 32 |  | Spring semester 2 |
|  |  | Module B | b1020002 | General English II | Test | 3 | 48 | 48 |  | Autumn semester 1 |
|  |  |  | b1020003 | General English III | Test | 3 | 48 | 48 |  | Spring semester 1 |
|  |  |  | b1020006 | General Academic English B | Test | 2 | 32 | 32 |  | Autumn semester 2 |
|  |  |  | --- | English development | Non-test | 2 | 32 | 32 |  | Spring semester 2 |
|  |  | Module C | b1020001 | General English I | Test | 4 | 64 | 64 |  | Autumn semester 1 |
|  |  |  | b1020002 | General English II | Test | 3 | 48 | 48 |  | Spring semester 1 |
|  |  |  | b1020003 | General English III | Test | 3 | 48 | 48 |  | Autumn semester 2 |
|  | $\stackrel{\underset{\text { German }}{\star}}{\text { and }}$ | College of Arts and Sciences | b1020040 | German I | Test | 3 | 48 | 48 |  | Autumn semester 1 |
|  |  | College of Arts and Sciences | b1020041 | German II | Test | 3 | 48 | 48 |  | Spring semester 1 |
|  |  | College of Arts and Sciences | b1020042 | German III | Test | 4 | 64 | 64 |  | Autumn semester 2 |
|  | Japanese | College of Arts and Sciences | b1020077 | Japanese I | Test | 3 | 48 | 48 |  | Autumn semester 1 |
|  |  | College of Arts and Sciences | b1020078 | Japanese II | Test | 3 | 48 | 48 |  | Spring semester 1 |
|  |  | College of Arts and Sciences | b1020079 | Japanese III | Test | 4 | 64 | 64 |  | Autumn semester 2 |
| Sub-total (Public Course) |  |  |  |  |  | 36 | 704 | 672 | 32 |  |
| General Course | Selective | Others | b0----- | Social Science and Humanities Literacy (4 credits) Natural Science and Technological Innovation (4 credits) Other optional(2 credits) | Non-test | 10 | 160 | 160 |  | Autumn, Spring |
| Sub-total (General Course) |  |  |  |  |  | 10 | 160 | 160 | 0 |  |

( $\star$ Note:The first foreign language has a total of 10 credits, including College English, German, and Japanese. Choose the appropriate language according to your needs; among them, if you choose College English, please choose the appropriate module in module ABC)

## 11. Teaching Schedule (2)

| Category | Type | Provided by | Course Code | Ability module | Course Name | Assessment | Credit | Course Hour | Theory Learning | Practical Training | Semester |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Basic Course | Required | School of Applied Art and Design | b2041098 | Professional basic ability | Design concept | Test | 2 | 32 | 20 | 12 | Autumn semester 1 |
|  | Required | School of Applied Art and Design | b2041107 |  | Design Sketch | Test | 4 | 64 | 12 | 52 | Autumn semester 1 |
|  | Required | School of Applied Art and Design | b2041099 |  | Constitution of Design A | Test | 3 | 48 | 12 | 36 | Spring semester 1 |
|  | Required | School of Applied Art and Design | b2041100 |  | Constitution of Design B | Test | 2.5 | 40 | 16 | 24 | Autumn semester 2 |
|  | Required | School of Applied Art and Design | b2041172 |  | Photography basics A | Non-test | 1 | 16 | 4 | 12 | Spring semester 1 |
|  | Required | School of Applied Art and Design | b2041173 |  | Photography basics B | Non-test | 1 | 16 | 4 | 12 | Autumn semester 2 |
|  | Required | School of Applied Art and Design | b2041174 |  | Professional photography | Non-test | 1 | 16 | 4 | 12 | Spring semester 2 |
|  | Sub-total |  |  |  |  |  | 14.5 | 232 | 72 | 160 |  |
|  | Required | School of Applied Art and Design | b2041108 | Designexpression ability | Design Graphics | Test | 4 | 64 | 48 | 16 | Spring semester 1 |
|  | Required | School of Applied Art and Design | b2041175 |  | Design Sketch | Test | 3 | 48 | 8 | 40 | Summer semester 1 |
|  | Required | School of Applied Art and Design | b2041010 |  | PHOTOSHOP | Non-test | 2 | 32 | 12 | 20 | Autumn semester 2 |
|  | Required | School of Applied Art and Design | b2041007 |  | ILLUSTRATOR | Test | 2 | 32 | 8 | 24 | Autumn semester 2 |
|  | Required | School of Applied Art and Design | b2041153 |  | Design Thinking and Expression | Test | 4 | 64 | 20 | 44 | Spring semester 2 |
|  | Required | School of Applied Art and Design | b2041066 |  | Computer Aided Industrial Design 1 | Test | 5 | 80 | 32 | 48 | Spring semester 2 |
|  | Required | School of Applied Art and Design | b2041043 |  | Product form design | Test | 3 | 48 | 20 | 28 | Autumn semester 3 |
|  | Selective 3points | School of Applied Art and Design | b2041176 |  | Orchestration design A | Test | 1.5 | 24 | 8 | 16 | Spring semester 1 |
|  |  | School of Applied Art and Design | b2041177 |  | Orchestration design B | Test | 1.5 | 24 | 8 | 16 | Autumn semester 2 |
|  |  | School of Applied Art and Design | b2041151 |  | Font and graphic design | Non-test | 3 | 48 | 16 | 32 | Autumn semester 2 |
|  |  |  |  |  |  |  | 26 40.5 | 416 | 164 | 252 |  |

## 11. Teaching Schedule (3)



## 12. Schedule for Semesters(Suggested)

Autumn semester 1:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Basic principles of Marxism | Test | 3 | 48 |
| Required | Ideological and moral cultivation and legal foundation | Non-test | 3 | 48 |
| Required | First Foreign Language | Test | 3 | 48 |
| Required | Situation and Policy | Non-test | 0.5 | 8 |
| Required | College Chinese | Non-test | 2 | 32 |
| Required | Physical Education I | Non-test | 0.5 | 32 |
| Required | Military skills | Non-test | 0.5 | 2 W |
| Required | Advanced Mathematics C | Test | 4 | 64 |
| Required | Design concept | Test | 2 | 32 |
| Required | Design Sketch | Test | 4 | 64 |

## Spring semester 1:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Outline of Chinese Modern History | Non-test | 3 | 48 |
| Required | First Foreign Language | Test | 3 | 48 |
| Required | Situation and Policy | Non-test | 0.5 | 8 |
| Required | Physical Education II | Non-test | 0.5 | 32 |
| Required | Military theory | Non-test | 0.5 | 32 |
| Selective | General Course | Non-test | 2 | 32 |
| Required | Constitution of Design A | Test | 3 | 48 |
| Required | Photography basics A | Non-test | 1 | 16 |
| Selective | Orchestration design A | Test | 1.5 | 24 |
| Required | Design Graphics | Test | 4 | 64 |

## Summer semester 1:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Design Sketch | Test | 3 | 48 |
| Required | Basic engineering training D | Non-test | 2 | 48 |

Autumn semester 2:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Introduction to Mao Zedong Thought and the Theoretical <br> System of Socialism with Chinese Characteristics I | Test | 3 | 48 |
| Required | First Foreign Language | Test | 2 | 32 |
| Required | Situation and Policy | Non-test | 0.5 | 8 |
| Required | Physical Education III | Non-test | 0.5 | 32 |
| Selective | General Course | Non-test | 2 | 32 |
| Required | Constitution of Design B | Test | 2.5 | 40 |
| Required | Material modeling C | Non-test | 2 | 48 |
| Required | Photography basics B | Non-test | 1 | 16 |
| Required | PHOTOSHOP | Non-test | 2 | 32 |
| Required | ILLUSTRATOR | Test | 2 | 32 |
| Selective | Orchestration design B | Test | 1.5 | 24 |

## Spring semester 2:

| Type $\quad$ Course Name | Assessment $\mid$ Credit $\mid$ Course Hour |
| :---: | :---: | :---: | :---: |


| Required | Introduction to Mao Zedong Thought and the <br> Theoretical System of Socialism with Chinese <br> Characteristics II | Test | 2 | 32 |
| :---: | :---: | :---: | :---: | :---: |
| Required | First Foreign Language | Non-test | 2 | 32 |
| Required | Situation and Policy | Non-test | 0.5 | 8 |
| Required | Physical Education IV | Non-test | 0.5 | 32 |
| Selective | General Course | Non-test | 2 | 32 |
| Required | Design Thinking and Expression | Test | 4 | 64 |
| Required | Material and molding process | Test | 2.5 | 40 |
| Required | Model making | Non-test | 2 | 48 |
| Required | Professional photography | Non-test | 1 | 16 |
| Required | Computer Aided Industrial Design 1 | Test | 5 | 80 |

Summer semester 2:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Professional cognitive internship | Non-test | 2 | 48 |

## Autumn semester 3:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Physical Education V | Non-test | 0.5 | 16 |
| Selective | General Course | Non-test | 2 | 32 |
| Required | Design method and principle | Test | 2.5 | 40 |
| Required | Ergonomics | Test | 2.5 | 40 |
| Required | Interactive Design | Non-test | 2 | 32 |
| Required | Product design I | Test | 5 | 80 |
| Selective | Exhibition Design A | Non-test | 1.5 | 24 |
| Required | Product form design | Test | 3 | 48 |

## Spring semester 3:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Selective | General Course | Non-test | 2 | 32 |
| Required | Product design II | Test | 5 | 80 |
| Selective | Design management | Non-test | 2 | 32 |
| Required | Market research and marketing strategy | Non-test | 2 | 32 |
| Required | Industrial Design Engineering Foundation | Non-test | 3 | 48 |
| Selective | Exhibition Design B | Non-test | 2 | 32 |
| Required | Furniture design | Test | 3 | 48 |

## Summer semester 3:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Thematic design | Non-test | 3 | 48 |

## Autumn semester 4:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Physical Education VI | Non-test | 0.5 | 16 |
| Required | Industrial design program innovation and <br> entrepreneurship | Non-test | 2 | 32 |
| Required | Product design III | Test | 5 | 80 |
| Required | Computer Aided Industrial Design 2 | Test | 4.5 | 72 |


| Required | Professional comprehensive expression | Non-test | 2 | 32 |
| :--- | :--- | :--- | :--- | :--- |

## Spring semester 4:

| Type | Course Name | Assessment | Credit | Course Hour |
| :---: | :---: | :---: | :---: | :---: |
| Required | Graduation Practice and Graduation Design (Thesis) for <br> Industrial Design | Non-test | 6 | 288 |

## 13. Prerequisite for Course Study

| No. | Course Name | Prerequisite Course | No. | Course Name | Prerequisite Course |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 | Orchestration design A | Constitution of Design A | 5 | Product form design | Design Thinking and Expression |
|  |  | Photography basics A |  |  | Model making |
|  |  |  |  |  | Ergonomics |
| 2 | Model making | Design Graphics | 6 | Computer Aided Industrial Design 2 | Design Graphics |
|  |  | Basic engineering training D |  |  | Industrial Design Engineering Foundation |
|  |  | Constitution of Design B |  |  | Material and molding process, |
| 3 | Ergonomics | Design method and principle | 7 | Product design II | Design method and principle |
|  |  | Model making |  |  | Market research and marketing strategy |
|  |  |  |  |  | Industrial Design Engineering Foundation |
|  |  |  |  |  | Ergonomics |
| 4 | Product design I | Design method and principle | 8 | Product design III | Design method and principle |
|  |  | Ergonomics |  |  | Market research and marketing strategy |
|  |  | Interactive Design |  |  | Industrial Design Engineering Foundation |
|  |  | Orchestration design |  |  | Ergonomics |

## 14. Extracurricular Class

Through taking extracurricular classes, students are encouraged to take part in academic lectures, social practice activities, campus cultural and sports activities, innovative and entrepreneurial activities, voluntary activities, etc. to improve their social adaptability and enhance the competitiveness in the job market. Details are specified in Students' Manual.

