Course Outline
‘DESIGN PARADIGM: SOURCE OF INNOVATION & INVENTION’

The proposed course would like to address the followings- What is Design Paradigm? How is it related to design education? Does Design Paradigm help us to think differently? By studying design paradigm does it make you a better designer? Does it make you more innovative? The topic of paradigm in design is directly or indirectly related to design activities. While trying to understand ‘paradigm’ the course would try to focus on its relationship to design, which may lead to searching for paradigm based innovative ideas.

Introduction to Design Paradigm; Recognizing Design Paradigm; Paradigm as Metaphor; Design & Natural Phenomenon- Biomimicry; The Human Body; Where Does Form Come From? Design, Paradigm & Science of Design; Natural Development in Traditional Design; Simple Shape Paradigm- Basic Geometrics; The Platonic Solids; Paradigm in Nature
Ball, Sheet, Tube, etc. Concept of Enclosure; Bending & Flexing; Bigger & Smaller; Complex Paradigm; Objects with in Objects; Multi-function Objects

Text/References

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New York: Garland, 1980


Fuller, R. Bucminster. Synergetics: Explorations in the Geometry of Thinking,
New York: Macmillan Pub. 1975,’82

Fuller, R. Buckminster. Inventions: The Patented Works of R. Buckminster Fuller,
New York: St. Martin’s Press, 1983


Rowe, Peter G. Design Thinking, Cambridge, MA: MIT Press 1987