Department	**PRODUCT DESIGN**
Study programme	**BACHELOR**
Course year	**2nd YEAR**
Semester	**AUTUMN**
Study year	**2024/2025**

MANDATORY	Mandatory courses
FREE CHOICE	Free choice courses*
ELECTIVE	Elective courses can be chosen only after required programme of department courses is approved by the department

DEPARTMENT COURSES

CODE	COURSE TITLE	ECTS
MākZ3838	**Product design**	**4.5**
MākZ3839	**Work in material**	**3**
MākZ3694	**Computer Software Studies**	**1.5**
MākZ3840	**Materials, methods and technology**	**1.5**
MākZ2020	**Modeling**	**3**
MākZ1677	**Anatomy**	**2**
MākZ5125	**Creative Methods in Art Pedagogy**	**3**
MākZ6D23	**Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism**	**3**

*As theoretical lectures are delivered to the students of the Art Academy of Latvia in Latvian, some theoretical subjects in English are offered separately to the visiting students.

ELECTIVE COURSES

The list of courses will be published during the first week of semester start!

Online registration for elective courses is open during the first two weeks of semester start. Each course is for limited number of students. To start the course at least 5 students must be registered for it. If less than 5 students are registered, course won't be available.

DEPARTMENT COURSES

COURSE TITLE	DESCRIPTION	LECTURER
Product design	Promote learners' ability to develop mechatronic design products. Develop learners' skills in applying electronics and robotics elements in the development of a design product. Integrate simple electronics and software platforms into the construction of a design product. Encourage the development of innovative ideas.	Mg.art., lekt. Māris Mortukāns
Work in material	To give students the opportunity to learn about the different materials, techniques and tools used in design. Some of the LMA's sub-disciplines are linked to a specific group of materials, with their respective studio masters and the necessary tools. For example Ceramics, Metal, Glass, etc. This course of study is designed to take advantage of access to these resources, specialised material sourcing locations and partner companies. This year of study is dedicated to textile materials, their processing and fittings used in the fashion industry. Given the short time available to study materials and processing tools, it is understandable that the aim of the course is to create an understanding of and interest in a particular group of materials, with the possibility of then studying them in more depth through the subjects in Part C (elective units).	Mg.art., Māra Binde
Computer Software Studies	Learn the basics of Fusion 360. Learn to see and analyse the structures of three-dimensional objects. General principles of drawing design. Methods of representing spatial objects in the plane, their application in the creation of interior and design objects. Complex drawing (superimposition, contraposition, left side view, etc.). Projection method for practical drawings - views, sections, sections. Dimensional display. Application of different scales from object to space. Creative and demonstrative methods of representing objects in drawing.	Mg.art., lekt. Māris Mortukānss
Materials, methods and technology	The area of knowledge included in the set of general technical subjects of the curriculum of the LMA Product Design Department is broader than the classical "Materials Technology" course, because in addition to the material of this programme we also consider elements of the general technical discipline "Technical Mechanics" and "Engineering Psychology".	Andrejs Puķītis
Modeling	To introduce students to various construction techniques and their use in the design process. Modeling is a discipline that develops a general sense of form, acuity and other universal abilities and skills that are absolutely necessary in spatial modeling and form design in general.	Mg.art., asoc.prof. Kirils Panteļejevs
Contemporary Art and Underground Culture Scene	The course is dedicated to understanding of some important special features of art and culture of the region where Latvia (and the LAA students) belongs to – Eastern Europe. History and interpretation of the culture of the region during Soviet rule is yet	Kirils Kobrins

in the Eastern Europe under and after Communism	to be written but it is important for the aspiring artists, designers, curators and art critics who live and work here understand its speciality and uniqueness in Europe. The course starts from the wide historical and cultural introduction to the subject and then continues with a discussion of on several important cases of contemporary art and underground cultural scene in USSR (Russia, Latvia), Czechoslovakia and Poland. In the middle of the course there will be another wide introduction – this time to the post-Soviet period. Second part of the course will be dedicated to the changes which happened in contemporary art and underground culture of the region after 1991.	
Anatomy	Digitalized and interactive anatomy for art and design students to improve their drawing, painting, and sketching skills in anatomy. Based on Anatomy Next — anatomy learning tools for students and teachers. Anatomy Next is a very successful, world-known educational technology start-up to help students learn anatomy faster and more efficiently.	Uldis Zariņš
Creative Methods in Art Pedagogy	The course prepares students for planning and conducting art-based visual arts classes for school age children. Such an experience can be useful in teaching for both - formal and non-formal education. Graduates will gain theoretical knowledge and practical experience in transforming an idea based on creative practice (art or design) into a teaching practice.	Ilze Vītola