

Department	PRODUCT DESIGN
Study programme	BACHELOR
Course year	3rd 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
MākZ5363	Product design	4.5
MākZ5364	Work in material	3
MākZ5208	Computer Software Studies	3
MākZ5365	Materials, methods and technology	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	<p>Course objective: To learn the "material driven" technique through the following exercises:</p> <ol style="list-style-type: none"> 1) to be able to see the potential of new material from industrial surplus 2) to develop a material design 3) Create a product or product system from this material 4) Summarise the research in a booklet? 	to be specified
Work in material	<p>To give students the opportunity to become familiar with different materials used in design and their processing techniques and tools. Some of the LMA's sub-disciplines are linked to a specific group of materials, with corresponding 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 ceramic materials and their processing. 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).</p>	Ainars Rimicans
Computer Software Studies	<p>Understand and be able to deeply apply 3-dimensional computer programs for modeling, visualization, image processing, acquiring computer animation skills and at the end of the course, be able to realize a short 3-dimensional animated presentation</p>	Gita Straustiņa
Materials, methods and technology	<p>The course provides basic knowledge in the use of materials and technologies and their specificities in product design, the impact of materials on the space and its user. The course is based on the understanding of different typologies and specifications of materials and the ability to apply them accordingly, taking into account sustainability aspects.</p>	Jānis Auniņš
Contemporary Art and Underground Culture Scene in the Eastern Europe under and after Communism	<p>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 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</p>	Kirils Kobrins

	(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