GUIDE
C-VET URBAN ENVIRONMENT

Objectives

1. Recognize ceramic objects, their functions (use, aesthetics and symbolic) and requirements in urban environments
2. Solve problems of intervention in public spaces using ceramic elements
3. Use the tools, skills and procedures necessary for the creation, design and integration of ceramic objects in urban environments

Previous knowledge

It is recommended as prior knowledge

- Distinguish the different ceramic materials, their properties and the tools and procedures necessary for their production
- Know the methodology for the design applied to ceramic materials
- Manage digital tools for design and representation

In the event that no prior knowledge is available, students will be provided with the opportunity to start in these fields with documentation and support from collaborating teachers.

COMPETENCES

Technical skills

a. Defining the formal, functional, plastic, technical and material specifications of a given project or assignment.
b. Interpreting the requirements, referring both to the process and the product ordered and selecting the most appropriate and useful procedures for the realisation, including maquettes and prototypes.
c. Creating drawings, sketches and three-dimensional freehand designs
d. Use of 3D technologies to develop and present designs

Functional skills

a. Organising the execution of tasks in accordance with the instructions given and the procedures established

Transversal skills

a. Expressing ideas clearly, both orally and written
b. Communicating technical issues to different people and in different contexts
c. Persuading and influencing the decision making of others, using solid arguments from their field of competence to achieve goals
d. Helping to create a collaborative environment to the best of their abilities
e. Identifying problems and proposing solutions to achieve optimal project performance

METHODOLOGY

The Methodology is based on the realization of a project in our immediate environment, where observing, analyzing, solving and improving the space to social needs are the main premises. The work drives the student through the analysis of environmental opportunities, trends, product knowledge and the generation of ideas to the final proposal

LEARNING OUTCOMES

1. Identify and recognise the use of ceramics in an urban environment
2. Define the needs and requirements of the ceramic elements
3. Design ceramic interventions (functional or decorative objects, modular elements, tiles..)
4. Present ideas and designs using the most useful method
5. Plan work to meet deadlines and objectives

CONTENTS

- Ceramic materials and their functions in urban environments
- Analysis of integration solutions of ceramic materials. History and evolution
- Case study: solving a problem.

ACTIVITIES

TYPE OF ACTIVITY	DESCRIPTION	HOURS
In person	Classes, lectures and seminaries	15
Practical classes	Group work sessions dedicated to the resolution of the practical case	10
Presentation	*The final presentation of the project by the group*	1
Tutorial	*Orientation sessions*	2
Autonomous work	*Realization of the practical case: Individual work of the tasks assigned by the group*	10
	TOTAL	42