

Develop a design methodology that supports innovation and creative abilities among design students

Assoc. Prof. Dr. Salwa Yousef Abd Elbary

Associate Professor, Interior Design and Furniture - Faculty of applied arts, Helwan University

dr.salwayousef@yahoo.com

Assoc. Prof. Dr. Sanaa Abd Elgawad Eissa

Associate Professor, ceramic department - Faculty of applied arts, Helwan University

sanaa_issa2001@yahoo.com

Abstract:

The rapid changes and developments and the recent discoveries in science and thought directly influence design, which requires the development of methodologies and methods of design education to increase the ability of students to creativity and innovation. Design and methodical thought are elements of creativity and innovation, and the process of design in the creative process itself is a black box. We can look at the stages of the design process from start to finish, but the creative phase itself is still largely opaque tools, And that the development of methodology for creativity and innovation helps the student to understand the stages and methods of innovation and this through the portal transparent box.

The problem of research is whether the methodology of design education and the stages of design process evolve according to the technical and environmental development variables and variables in the relevant contexts?

The objective of the research is to develop the creative and thinking skills of the design students and to develop a methodology for teaching design that supports innovative skills.

The research's importance is that the continuous development in the design contexts and its determinants and data needs to be compared in the design methodology and education, in addition to training the student to deal with different sources of inspiration for the development of creative thinking.

The research assumes that the development of creative abilities develops the capacity of design students to innovate, and the development of a clear design methodology for design students that supports self-learning skills and continuous development of their skills.

Research Items

1 / the development of ways of thinking and creativity as one of the stages of the design process: Visual feed / simulation / redesign

2 / Methodology of design education and the development of creative thinking.

A simulation methodology was developed - both partial and total - and also redesign. By applying the methodology of simulation and redesign developed by the researcher to a number of design students in consecutive years of study and comparing results with students who did not apply the same methodology, the results were very clear at the level of evaluation the students

The methodology takes the same steps as the design process, starting with the inputs and ending with the outputs, and between them the creative processes (simulations and redesign) are carried out, and depend on continuous improvement of each stage.

key words:

Methodology - Creativity - Education - Design - Simulation.