

## 2026 年度シラバス

科目分類/Subject Categories			
学部等/Faculty	/大学院工芸科学研究科（博士前期課程）： /Graduate School of Science and Technology (Master's Programs)	今年度開講/Availability	/無：/Not available
学域等/Field	/デザイン学学域：/Academic Field of Design	年次/Year	/1年次：/1st Year
課程等/Program	/デザイン学専攻：/Master's Program of Design	学期/Semester	/第1クォータ：/First quarter
分類/Category	/授業科目：/Courses	曜日時限/Day & Period	/：/

科目情報/Course Information				
時間割番号 /Timetable Number				
科目番号 /Course Number	63560144			
単位数/Credits	2			
授業形態 /Course Type	講義：Lecture			
クラス/Class				
授業科目名 /Course Title	People, Materials, Tools and Making：People, Materials, Tools and Making			
担当教員名 /Instructor(s)	/Barna Gergely Peter/ual-DD 関係教員（デザイン学専攻ダブル・ディグリープログラムコース）：Barna Gergely Peter/Related teacher of UAL-DD (Double Degree Program course in the Master's Program of Design)/			
その他/Other	インターンシップ実施科目 Internship	国際科学技術コース提供科目 IGP	PBL 実施科目 Project Based Learning	DX 活用科目 ICT Usage in Learning
			○	
	実務経験のある教員による科目 Practical Teacher			
科目ナンバリング /Numbering Code				

授業の目的・概要 Objectives and Outline of the Course	
日	Students will learn the basics of digital modeling and fabrication, e.g., with laser cutters or 3d printers. With these skills and tools, they will be able to fabricate objects easily. This in turn speeds up the prototyping cycle, making it possible for s
英	Students will learn the basics of digital modeling and fabrication, e.g., with laser cutters or 3d printers. With these skills and tools, they will be able to fabricate objects easily. This in turn speeds up the prototyping cycle, making it possible for students to develop designs quickly.  No experience is necessary.

学習の到達目標 Learning Objectives	
日	To be able to create a 2D or 3D digital geometric model. To be able to use digital fabrication equipment to make 2D or 3D objects. To be able to develop a 2D or 3D design through rapid digital prototyping.
英	To be able to create a 2D or 3D digital geometric model. To be able to use digital fabrication equipment to make 2D or 3D objects. To be able to develop a 2D or 3D design through rapid digital prototyping.

学習目標の達成度の評価基準 / Fulfillment of Course Goals (JABEE 関連科目のみ)
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日	
英	

授業計画項目 Course Plan			
No.		項目 Topics	内容 Content
1	日	Introduction	About rapid prototyping Set-up
	英	Introduction	About rapid prototyping Set-up
2	日	2D prototyping	Drawing software 2D fabrication tools, e.g., laser cutter
	英	2D prototyping	Drawing software 2D fabrication tools, e.g., laser cutter
3	日	2D prototyping	Presentation
	英	2D prototyping	Presentation
4	日	3D prototyping	3D modeling software 3D fabrication tools, e.g., 3D printer
	英	3D prototyping	3D modeling software 3D fabrication tools, e.g., 3D printer
5	日	3D prototyping	Presentations
	英	3D prototyping	3D prototyping
6	日	Project	Student-defined project
	英	Project	Student-defined project
7	日	Presentations	Presentations
	英	Presentations	Presentations
8	日	No class	No class
	英	No class	No class
9	日	No class	No class
	英	No class	No class
10	日	No class	No class
	英	No class	No class
11	日	No class	No class
	英	No class	No class
12	日	No class	No class
	英	No class	No class
13	日	No class	No class
	英	No class	No class
14	日	No class	No class
	英	No class	No class
15	日	No class	No class
	英	No class	No class

履修条件 Prerequisite(s)	
日	
英	

授業時間外学習（予習・復習等） Required study time, Preparation and review	
日	Please note that KIT requires 45 hours of study from students to award one credit, including both in-class instructions as well as study outside classes. Students are required to prepare for each class and complete the review after each class.
英	Please note that KIT requires 45 hours of study from students to award one credit, including both in-class instructions as well as study outside classes. Students are required to prepare for each class and complete the review after each class.

教科書／参考書 Textbooks/Reference Books	
日	None
英	None

成績評価の方法及び基準 Grading Policy	
日	Participation: 30% Project: 70%
英	Participation: 30% Project: 70%

留意事項等 Point to consider	
日	None
英	None