Food Design and Food Systems

2025–26 / 201358

Credits: 6 ECTS
Language: English
Contact Hours: 45 Hours

Course Description

This course delves into the interconnected world of food design and food systems, understanding Food Design as Design for Food Systems, examining how the act of "feeding" operates within cultural, environmental, and societal frameworks. By exploring gastronomy, anthropology, food systems, and design thinking, students will gain a comprehensive understanding of how food impacts and is impacted by human behavior and global systems.

The course emphasizes designing with a systems perspective, addressing the relationships between food, health, sustainability, and culture. Students will explore how to create objects, services, systems or experiences related to food that are innovative, sustainable, and contextually meaningful. Understanding the interplay of Food Systems—local and global—with design will empower students to tackle complex challenges, from environmental issues to social well-being, in creative and impactful ways.

Modules

→ Mapping Food Systems: Understanding the Global and Local Interactions
→ Why We Eat What We Eat: Designing Food for agrifood industry
→ Exploring Sustainability through Food Design: Designing Services and Systems
→ Designing for Change: Innovations in Food Systems and Experiences

Learning Objectives / Outcomes

At the end of the course, the student will be able to:
→ Analyze and map Food Systems from Production to Consumption, identifying challenges and opportunities for Design intervention.
→ Critically reflect on the social, cultural, and environmental dimensions of feeding and Food Systems.
→ Understand the intersection of Design, sustainability, and Food Systems to develop meaningful solutions.
→ Apply a humanity-centered and interdisciplinary approach to food-related Design projects.
→ Propose innovative objects, services, systems and experiences that enhance the relationship between people, food, and the environment.

Requirements

→ Students should have an interest in understanding how our Food Systems work, and which is the role of Design, Food, Sustainability, and Gastronomy in consumer's everyday life.

Teaching Method

The course combines theoretical lectures, practical design exercises, system mapping, and case studies. Interactive workshops and visits to local food systems, production facilities, and food innovation spaces in Barcelona will provide real-world insights. Collaboration and hands-on experimentation will be encouraged to foster creative problem-solving and interdisciplinary learning.

Grading

Assessment will be based on participation, project submissions, and the ability to understand the Food Systems' needs through the creation of concrete and impactful Food Design projects.