Name	**Design Perspectives**	Classroom ☐
		Studio or workshop ☐
		External venue ☐
		Online ☐

Codes   *Kód helye*

Host   **Design Institute**

Basic info	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
	Term mark	**5**	**30+**		**classwork and seminar**	**2024/2025/1**	**MA2**

Recommen-dation

Short Description

Decelerationists, Accelerationists, Ecomodernists, Metamodernists, Technooptimists, Anarchists... Which tribe do you belong to? This course helps students put design practice in a philosophical context to build their own views on its impact and overall trajectory.

The course explores dominant and niche future narratives, emergent technologies while students can search the role of their discipline by combining them with their personal point of view. It includes an intensive three-day long session where students will explore key methodologies and best practices to develop user-centric AI services.

Teachers

Name	Contact information	Short bio	Open hours
Pontus Wärnestål	pontus.warnestal@hh.se	Warnestal.com	
Tamás Fogarasy	fogarasy@mome.hu	Fogarasy.com	

Semester schedule

Course scheduling	Weekly class appointments
Described in "Timetable (live) Interaction Design MA1 and MA2"	

#	Date	Weekly educational content
1	09/09	Introduction to the seminar, topics
2		Design methodologies and their alternatives
3		Emerging technologies and fiction
4	30/9 31/9 01/01	3 WHOLE DAYS: Design of AI Powered Services (Pontus Wärnestål)
5		Future narratives 1.
6		Future narratives 2.
7		Future narratives 3.
8		Future narratives 4.
9		Moderated discourse
10		Moderated discourse
11		Workshop
12		Workshop
13	X	
14	X	
15	X	

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation
− An online, unpublished article with at least one graphical element on	- Relevance to the course materials and discussions - Literature used	Last day (Sunday) of preparation week, 23:59	40%

Medium.com (or other publishing platform of preference). Word count 1500-2500	- Coherence and feasability of described concept		
− 1x "hero image" that demonstrates your end result. Size: 2880x1440	- Aesthetics - Gestalt principles - Communication efficiency	Last day (Sunday) of preparation week, 23:59	10%
− 1x "square image", that demonstrates your end result. Size: 1080px by 1080px	- Aesthetics - Gestalt principles - Communication efficiency	Last day (Sunday) of preparation week, 23:59	10%
- A design framework / system / manifesto / method or similar designed as an online infographic (can be zoomable or even interactive)	- Relevance to the course materials and discussions - Aesthetics - Coherence and feasability of described model or system	Last day (Sunday) of preparation week, 23:59	20%

Compulsory readings

Bergström, E., & Wärnestål, P. (2022). Exploring the Design Context of AI-Powered Services: A Qualitative Investigation of Designers' Experiences with Machine Learning. I H. Degen & S. Ntoa (Red.), *Artificial Intelligence in HCI* (s. 3–21). Springer International Publishing.
(available printed at IxD MA management)

Danaher, J. (2022). Techno-optimism: an Analysis, an Evaluation and a Modest Defence. Philosophy & Technology, 35(54). https://doi.org/10.1007/s13347-022-00550-2

Limberg, P. Minimum viable philosophy. *Less Foolish*. Retrieved 2024, from https://lessfoolish.substack.com/p/minimum-viable-philosophy

Recommended readings

Richard, K. et al. (2024). The State of Design 2024: All Contributions. Design Critical Thinking. Retrieved from https://www.designcriticalthinking.com/the-state-of-design-2024-all-contributions/

Xu, W., Dainoff, M. J., Ge, L., & Gao, Z. (2023). Transitioning to human interaction with AI systems: New challenges and opportunities for HCI professionals to enable human-centered AI. *International Journal of Human–Computer Interaction, 39*(3), 494–518.

Learnings		
Knowledge	• Grasp ethical considerations and societal implications of technology and design. • Understand the narratives surrounding technology and its impact on proposed futures • Acquire basic notions of how machine learning and generative AI impact user experience and value-creation.	
Skills	• Reframe design methodologies according to broader narratives • Forecast future scenarios with design tools • Design for, and evaluate, AI-specific implications for user experience, such as adaptivity, personalization, and AI agency.	

Attitude	• Assess potential risks and benefits of integrating AI into specific services or contexts, considering sustainable development • Develop a critical standpoint to design practice, sustainability, capitalism, and other narratives • Contribute positively to society and foster a responsible approach to design in general
Responsibility	• Independently identify and address philosophical, ethical and societal concepts • Proactively consider long-term consequences of AI and other technologies • Prioritize ethical considerations and user needs in design practice

Exemption

☒ Exemption from attending and completing the course cannot be granted
☐ **Exemption may be granted from the acquisition of certain competencies and the fulfilment of tasks**
☐ Some tasks can be substituted with other activities,
☐ A full exemption can be granted

Curriculum connections

Unit	Parallel courses	Course proportion in unit
Emergent and Experimental Design	Design Perspectives	5 ECTs
	Biosphere&Technosphere	2 ECTs
	Participative design and co-creation	3 ECTs
	Speculative Design	5 ECTs

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
Interaction Design Basics Market and Products	-	-

Misc. information