Cím **Design Dojo**

Classroom ☒
Studio or workshop ☒
External venue ☐
Online ☐

Codes *M-ID-101-DESIGN-DOJO*

Host **MOME Future School**

	Type	ECTS	Contact hours	Homework hour	Course type	Semester	Unit
Basic info						**2025/2026/1**	**MA-ID-101**

Recommendation | *Design Dojo offers a closed, dedicated space for disciplined practice, and IxD mastery.*

Short description | Inspired by the disciplined and repetitive nature of traditional dojos, the course focuses on core hard skills of design through studio exercises, critique, and purposeful making with the aim of mastering foundational techniques. Through mastering and reviewing techniques, greater insight is gained into design's higher purpose.

Teachers

Name	Contact	Bio	Opening hours
Tamas Fogarasy	fogarasy@mome.hu	(On LinkedIn)	(On MS Teams)

Semester schedule

Course scheduling	Class appointments
Weekly workshops	Monday, 12.50

#	Date	Educational content
1	Sep 1	No class
2	Sep 8	What is good design, design methods
3	Sep 15	History of IxD
4	Sep 22	Research Studio
5	Sep 29	Research Synthesis
6	Oct 6	TBD
7	Oct 13	(COURSE WEEK)
8	Oct 20	Information Architecture
9	Oct 27	Design Iterations
10	Nov 3	Design Crit
11	Nov 10	Gestalt and Patterns
12	Nov 17	Testing practice
13	Nov 24	Discussing Design
14	x	
15	x	

Requrements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation
Weekly and bi-weekly homework	Quality of work and pro-activity of student	Ongoing	50
Collect and present all semester deliverables, upload to online space defined in class.	Presence of all deliverables	Show & Tell (KIPAK) week, Wednesday, 23:59	25
In-class performance	Quality of work and pro-activity of student	Ongoing	25

Compulsory readings

Recommended readings

Cross, N. (2007). *Designerly ways of knowing*. Birkhäuser.
Flinchum, R. A., & Meyer, R. O. (2022). *Henry Dreyfuss: Designing for People.* State University of New York Press.
Lidwell, W., Holden, K., & Butler, J. (2010). *Universal Principles of Design*. Rockport.
Kolko, J. (2011). *Exposing the Magic of Design*. Oxford University Press.
Moggridge, B. (2007). *Designing Interactions*. MIT Press. (selected chapters)
Morville, L. & Callender, A. (2019). Everyday Information Architecture. A Book Apart.

Learnings

Knowledge	Structure of design critique, basic heuristics Design artefacts: wireframes, flows, interface states Testing
Skills	Generating and refining wireframes and interfaces, other artefacts Structuring and participating in design critiques Improving design through structured iteration
Attitude	Resilience through repetition and reflection Growth mindset: treating critique as constructive Precision and pride in small design decisions
Responsibility	Students will develop competence/confidence in backing up their craft and look for new ways of practicing it. Ownership of one's process and iterations

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 replaced by other activities,
☐ A full exemption can be granted

Curriculum link

Subject	Related courses (paralells)	Merit rate in the subject
Interaction Design Basics	[This course]	

Course prerequisites	Prerequisites in case of elective	Is it available as an elective?

TechPark

	Resources	
Requests	Personal (expert consultation)	
	Tools	

	Materials	
	Space	

Misc. information