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

Codes   *M-ID-301-DES-PERSPECT*

Host   **Future School**

	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Basic info	**Term mark**	**5**	**48**	**120**	**classwork and seminar**	**2025 Fall**	**Emergent and Exp.**

Recommendation

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.

Teachers

Name	Contact information	Short bio	Open hours
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	Sep 1	Introduction, Alternative User Perspectives - Emotions
2	Sep 8	Alternative User Perspectives - Vulnerable users
3	Sep 15	Alternative User Perspectives – Vulnerable users 2
4	Sep 22	Alternative Design Perspectives - ... Design
5	Sep 29	Alternative Design Perspectives - ... Design 2
6	Oct 6	Alternative Design Perspectives
7	X	Course week
8	Oct 20	Perspectives of Tech and Culture
9	Oct 27	Perspectives of Tech and Culture
10	Nov 3	Student-led Workshop
11	Nov 10	Student-led Workshop
12	Nov 17	Student-led Workshop
13	Nov 24	Student-led Workshop
14	Dec 1	No class
15	Dec 8 -12	KIPAK

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation
− Documentation (Paper) of a design workshop: online, unpublished article with at least one graphical element on Medium.com (or other	- Relevance to the course materials and discussions - Literature used - Coherence and feasability of described concept	Last day (Sunday) of preparation week, 23:59	50%

publishing platform of preference). Word count 1500-2500			
- Workshop delivered	- Relevance to the course materials and discussions - Coherence and feasability of described model or system - Interaction quality of workshop	Last day (Sunday) of preparation week, 23:59	50%

Compulsory readings	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
	Attitude	• 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 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