

Name	Strategic Product Design Project 1. - Participative design
Codes	M-FR-104-PARTICIPATIVE-DESIGN / M-FR-105-PARTICIPATIVE-DESIGN
Host	MA School
Location	Class work & consultation

Course info			Subject info			
Course Type	Contact hours	Home study hours	Comprehensive Subject	Subject type	Semester	Subject credit value
Practice	24		Strategic Product Design 1.	Compulsory	Fall 2026	10

Recommendation
This course is a compulsory course for all Design MA 1. students and a component of the the Strategic Product Design 1. (M-FR-104) and Smart Mobility 1. subjects (M-FR-105) *

Short description
Students will learn about participative design methods to involve stakeholders efficiently in every project. The course focuses on facilitating co-creation workshops with confidence and choosing the most relevant methods depending on the nature of the project and the aim of the involvement. Students will facilitate a workshop connected to a project of their choosing and define relevant insights from the interaction.

Teachers				
Name	Contact information	Teaching hours	Short BIO	Open hours
Barna Máté	mbarna@mome.hu	24	MOME Máté Attila Barna	By request

Course format				
group and individual consultations according to a pre-announced schedule		Tuesdays, weekly from 09.08. 11:30-12:50		
Week	Date	Weekly educational content	Homework	Studio/workshop

1	09.08.	Introduction – all day workshop together with the Interaction MA 2 11:30-16:30 Why should you involve stakeholders? When? Who? (Case studies, theory) Lower and higher levels of participation (Pros and cons) , planning stakeholder involvement	choosing a topic for your workshop, stakeholder mapping, research questions, project timing DEADLINE 09.22.	B_108
2	09.15.	Workshop topic and Participative Project Canvas (PPC) - consultation		B_108
3	09.22.	Workshop topic and Participative Project Canvas (PPC) - consultation	finalizing project canvas DEADLINE 10.05.	B_108
4	09.29.	Participative Project Canvas (PPC) – lower level participation tools	trying a lower level participation tool (e.g. survey) DEADLINE 10.19.	B_108
5	10.06.	Facilitation and instruction		B_108
6		Course week		
7	10.20.	workshop plan in details / basics and planning	Workshop program in details DEADLINE 11.04.	B_108
8	10.27.	workshop plan in details / consultations		B_108
9	11.03.	workshop plan in details / consultations	Facilitating workshop DEADLINE 11.20.	B_108
10	11.24.	Evaluation of co-creation tools	workshop insights, documentation (presentation deck) DEADLINE 11.30.	B_108
11	12.01.	Presentation and reflection		B_108
12				
13				
14				
15				

Course completion requirements, prerequisites, and evaluation				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation

Students plan, facilitate and document one 2-3 hours long workshop in pairs, or individually depending on the topic, connected to an actual design project that they are currently working on, using the provided materials. This assignment is broken down into smaller deliverables:		– StructureContent – Effort – delivering on time		
Delivering homework on time				
Attendance		no more than 3 missed classes		
Activity and participation in classes				30%
Stakeholder involvement canvas				10%
Workshop plan and agenda for a self-organized workshop (min. 2 hours)				10%
Documentation of the workshop/workshops				50%
General requirements				
e.g. eligibility criteria for the exam, free-form description				

Course materials and literature
Mandatory literature
Course notes and presentations
Recommended literature
Ehn, Pelle. 1988. Work-Oriented Design of Computer Artifacts. 2. ed. Stockholm: Arbetslivscentrum. Sanders, Elizabeth B.-N. 2002. „From User-Centered to Participatory Design Approaches”. In Design and the Social Sciences, szerkesztette Jorge Frascara, 2002.04.25.:1–8. Contemporary Trends Institute Series. CRC Press. Sanders, Elizabeth B.-N., és Pieter Jan Stappers. 2008. „Co-Creation and the New Landscapes of Design”. CoDesign 4 (1): 5–18. Nygaard, Kristen, és Olav Terje Bergo. 1975. „The Trade Unions - New Users of Research”. Personnel Review 4 (2): 5–10. https://doi.org/10.1108/eb055278. Namioka, Aki, és Douglas Schuler. 1990. Participatory Design Conference Proceedings March 31-April 1. Seattle, Washington.

Learning outcomes	
Knowledge	Knows several co-creation methods and techniques
	Knows the value of collaborating with stakeholders
	Knows the difficulties of working with a multidisciplinary team
	Knows the role of the facilitator in a design process
Skills	Plans stakeholder engagement

	Prepare and design workshops carefully Adapts co-creation methods to her projects Gives clear instructions to workshop participants Manages the time and keeps the agenda in workshops Documents workshop results efficiently Defines relevant insights after co-creation sessions
Attitude	Considers stakeholder involvement in the beginning of her projects Makes sure everyone on team is engaged, heard and involved in a workshop Turns to key stakeholders with openness, empathy and curiosity
Autonomy and Responsibility	Can facilitate alone or co-facilitate design workshops Can design workshop agendas using various methods

Exemption

No exemption may be granted from participation in or completion of the course.

Curricular connections

Subject	Parallel courses	Course proportion in subject
Strategic Product Design Project 1.	Past-Present-Future	20%
Smart Mobility 1.	Philips/Versuni cooperation Mercedes project 1. Public transportation	20%
Subject prerequisites	Special subject prerequisites	Is it available as an elective?
n/a	n/a	No

Guidelines and rules for the use of artificial intelligence in the course

The use of artificial intelligence at the university is subject to the Artificial Intelligence and Plagiarism Policy of the Moholy-Nagy University of Arts.

Materials needed for the course	Who provides the materials?
Material requirement 1	Tech Park / Programme / Student / Other
Material requirement 2	Tech Park / Programme / Student / Other

Other information, comments

Some sessions will be held with Interaction Design MA 2. students.

This course, and the activities carried out during it, fall under the scope of Section 6 (1) of the University's Intellectual Property Management Regulations, effective September 1, 2021. Accordingly, participating students will enter into an agreement with the University in line with Section 6 (3) of the Regulations, including the transfer of economic and usage rights of intellectual creations produced during the course to the University under the terms specified in the contract. Furthermore, the student is obligated to maintain full confidentiality regarding the entire course—especially concerning the subject of the course, the activities, the works, creations, and other results, as well as the

circumstances of their creation—and may not disclose, publish, or make any information public, except as otherwise specified in a signed written agreement necessary for completing the course. Acceptance of these conditions is a prerequisite for enrolling in the course. By selecting the 'Course Registration' option, the student acknowledges awareness of these conditions and agrees to participate in the conclusion of the relevant agreement.