

Name	<b>Support for Masterwork</b>
Codes	M-ID-401
Host	Future School
Location	

Course info			Subject info			
Course Type	Contact hours	Home study hours	Comprehensive Subject	Subject type	Semester	Subject credit value
Practice	48	48	Diploma	Term mark	2026 / 01	15

Recommendation
Recommended for any student who wants to understand the business of contemporary digital product design.

Short description
The course aims to support the MA2 cohort in the completion of their Master's degree. Consultant(s) will assist the students in the process of preparing and presenting the Master's thesis and diploma work. All students of MA2 are required to report in and perform regular status calls or meetings with their consultants and supervisor to share their overall progress and challenges. The check-ins are meant to uncover foreseeable difficulties that the consultant(s) and identify possible resource needs. Cohort-wide milestone presentations occurs regularly where all students are expected to be present.

Teachers			
Name	Contact information	Short BIO	Open hours
Tamas Fogarasy	fogarasy@mome.hu	UX and Service Designer	1 hours a week, by appointment

Course scheduling			
Course format			Weekly class appointments
Group and individual consultations according to a pre-announced schedule, guest lectures and workshops			Wed 9.00-12.10
Details of each session's type and schedule, showing the teacher's role			
Weeks	Date	Weekly educational content	Studio/workshop
1	Feb 18	Cohort-consultation	

2	Feb 25	On-demand consultations, 1on1	Seminar
3	March 4	On-demand consultations, 1on1	
4	March 11	On-demand consultations, 1on1	
5	March 18	Cohort-consultation	
6	March 25	On-demand consultations, 1on1	
7	Apr 1	On-demand consultations, 1on1	
8	Apr 8	On-demand consultations, 1on1	
9	Apr 15	Cohort-consultation	
10	Apr 22	On-demand consultations, 1on1	
11	May 6	On-demand consultations, 1on1	
12	May 13	Cohort-consultation	
13	May 20	On-demand consultations, 1on1	
14	May 27	Dry Run	
15			

<b>Course completion requirements, prerequisites, and evaluation</b>				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation
Masterwork Prototype	Oral		Preparation week	30%
Documentation of the masterwork's progress	Oral	Professional quality	Kipak week, last day	60%
Presentation	Oral		First dry run	
Masterwork description	Oral		TBD	
Masterwork video that demonstrates your masterwork in detail (problem-solution). The video can be recorded digitally or using any device available (e.g. your own phone)	Oral	Finished and delivered before live defence. 30-90 sec minute (16:9). Uses pre-defined template elements for closing with brand font. Names of consultants, supervisor, head of programme present The video should be selfexplanatory using recorded or generated voice narration.	3 days before defence	

		(Please do not render your video with subtitles, but attach separately if available) Min resolution Full HD. MP4		
General requirements				

<b>Course materials and literature</b>
Mandatory literature
Course notes and presentations
...
Recommended literature

<b>Learning outcomes</b>	
Knowledge	A detailed understanding of the basic content and general principles of other fields related to interaction design (e.g. economics, culture, anthropology, ecology, technology). A high level of understanding of the project management required for the creation of digital products.
Skills	Students adapt to the challenges facing the field of interaction design. And respond to future social, cultural and economic challenges and new types of problems. Identify and analyse problems that can be solved through interaction design. Develop, implement and evaluate design and creative concepts. Combines concepts with similar tools from other (related) disciplines. Creatively uses the technical, material and information resources that underpin their design and creative activity. Possesses the routine technical skills necessary to realise his/her design and creative ideas in an individual and professional manner. Analyses and develops his/her own design in the field of interaction design processes
Attitude	His/her design and creative concept always has a social, technological or cultural basis. S/he has a sophisticated critical sense of design, of historical and contemporary works, of the field, of related fields, of different design and creative practices and achievements.
Autonomy and Responsibility	Works independently and responsibly in multidisciplinary projects and activities. Is socially sensitive and committed to the selection and communication of his/her projects and artistic creations to target audiences and stakeholders. Is committed to the ethical standards of his/her profession.

<b>Exemption</b>
<b>No exemption may be granted from participation in or completion of the course.</b>

<b>Curricular connections</b>		
Unit	Parallel courses	Course proportion in unit
Course prerequisites	Special subject prerequisites	Is it available as an elective?
		No

<b>Guidelines and rules for the use of artificial intelligence in the course</b>
The use of artificial intelligence at the university is subject to the Artificial Intelligence and Plagiarism Regulations of the Moholy-Nagy University of Art and Design.

<b>Materials needed for the course</b>	<b>Who provides the materials?</b>
	Tech Park / Programme / Student / Other

<b>Other information, comments</b>