

## Course description (topics)

<b>Title of the course:</b> Discussing Design				
<b>Tutors of the course , contact details:</b> Tamás Fogarasy, fogarasy@mome.hu				
Code:	Related curriculum (programme/level):	Recommended semester within the curriculum: 1.	Credit:	Number of class hours: 20 Student working hours: 20
Related codes	Type: (seminar/lecture/class work/consultation, etc.)	Can it be an elective course? No	In case of elective what are the specific prerequisites:	
Course connections (prerequisites, parallels): -				
<b>Aim and principles of the course:</b> This course explores the history and future of Interaction Design by engaging students in meaningful discussions about various topics.				
<b>Learning outcomes (professional and general competences to be developed):</b>  <b>Knowledge:</b> Students will understand <ul style="list-style-type: none"><li>● the brief history and origins of interaction design</li><li>● the importance of the work of certain designers of the past and present</li><li>● the current landscape of design and its prominent actors, channels</li><li>● the history and grounding of certain design processes or methods</li><li>● why different theoretical or practical standards were formed and how</li><li>● the importance of visual design in IxD</li><li>● the importance of systems thinking and service design</li><li>● how to read technological trends that may impact IxD</li><li>● the concept of visual thinking and note taking</li></ul> <b>Ability:</b> Students will be able to <ul style="list-style-type: none"><li>● connect practice to theory, uncover the roots of methods, paradigms</li><li>● think critically of practices, frameworks, ideals</li><li>● navigate through the IxD discipline using the reference points learned</li><li>● deal with everyday challenges more efficiently</li><li>● work alone or in a group, they can take part in individual and/or collaborative planning, discussions.</li></ul> <b>Attitude:</b> Students will improve <ul style="list-style-type: none"><li>● analytical, critical skills</li><li>● open mindedness</li><li>● curiosity for their field</li><li>● their sensitivity to previous achievements and research</li><li>● connectedness to IxD</li></ul>				

**Autonomy and responsibility:**

Students will develop competence/confidence in backing up their craft and look for new ways of practicing it

**Topics and themes to be covered in the course:**

1. the brief history and origins of interaction design
2. the importance of the work of certain designers of the past and present
3. the current landscape of design and its prominent actors, channels
4. the history and grounding of certain design processes or methods
5. why different theoretical or practical standards were formed and how
6. the importance of visual design in IxD
7. the importance of systems thinking and service design
8. how to read technological trends that may impact IxD
9. the concept of visual thinking and note taking
  
10. basic moderation techniques for meetings and discussions

**Specificities of process organisation / organisation of learning:****Course structure, nature of the individual sessions and their timing**

The lecturer will prepare topics for each sessions through short presentations and interactive activities

Students will engage with each other in facilitated discussions to practice critical thinking

**Students' tasks and responsibilities:**

Students are expected to participate in class discussions, hands-on activities and prepare for certain topics beforehand by reading articles, setting up research walls on such topics.

**Learning environment:** classroom and remote classroom

**Requirements to be met:**

1. Ability of presenting a visual diary of the whole course on their own
2. Drawing a visual map of the topics in the course collaboratively
3. Successfully moderate design discussions by applying certain practices

**Method of assessment:**

The assessment will be based on the requirements and oral presentation of the work at the final session or exam. The student receives a grade and an oral assessment.

**Assessment criteria (what is taken into consideration in the assessment):**

Visual diary and its presentation (50%)

Visual mapping of the course topics (10%)

Moderation skills (40%)

- Cooperation
- Contributing skills
- Flexibility
- Communication
- Presentation
  - Communication during work processes
  - Self-assessment

**How is the mark calculated:**

91-100%: excellent

76-90%: good

61-75%: satisfactory

51-65%: pass

0-50%: fail

**Required Literature:**

Moggridge, B. (2007): *Designing Interactions*. The MIT.

**Recommended Literature:**

Flinchum, R. A., & Meyer, R. O. (2022). *Henry Dreyfuss: Designing for People*. State University of New York Press.

Norman, D. (2013). *The Design of Everyday Things: Revised and Expanded Edition* (Revised ed.). Basic Books.

Schön, D. A. (2017). *The Reflective Practitioner: How Professionals Think in Action* (1st ed.). Routledge.

Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:

- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- **some tasks may be replaced by other activities,**
- full exemption may be granted.

Out-of-class consultation times and location