

Course description (topics)

<p>Title of the course: Emergent and experimental design: Speculative & Critical Design – designing futures and alternate presents</p>				
<p>Tutors of the course , contact details: Bálint Ferenczi, hello@balintferenczi.co, +36209127396</p>				
Code: M-ID-301- SPECULATIVE- CRITICAL	Related curriculum (programme/level) : Interaction Design MA	Recommended semester within the curriculum: 2023/2024/1 //3rd	Credit: 3	Number of class hours:80 Student working hours: 10
Related codes	Type: (seminar/lecture/class work/consultation, etc.) class work	Can it be an elective course? No.	In case of elective what are the specific prerequisites:	
<p>Course connections (prerequisites, parallelis):</p> <p>The subject is only considered completed, if the following courses are also completed:</p> <p>Schneider_Emergent and experimental design: Biosphere & Technosphere – Speculative Transgressions in Contemporary Design Culture, 3 credits</p> <p>Wärenstål_Emergent and experimental design: Design of AI, 3 credits</p> <p>Molnár_Banga_Emergent and experimental design: Designer self Assesment / Speculative Futures, 3 credits</p> <p>Csernátöny_Emergent and experimental design: Participative design and co-creation, 2 credits</p>				
<p>Aim and principles of the course: Speculative and critical design practices contradict, extend and absorb the „standard” design process at the same time. The course aims to provide students with the knowledge, approaches and perspectives needed to explore/evaluate/design/destroy parallel futures and to summon/form/apply a critical angle through design. Students will explore a wide palette of approaches and practices which can be integrated into their design modus operandi.</p>				
<p>Learning outcomes (professional and general competences to be developed):</p> <p>Knowledge: Students will understand</p> <ul style="list-style-type: none"> ● an extended set of approaches to design ● how to design, develop and deal with parallel scenarios ● the role of critical thinking in the design practice <p>Ability:</p>				

Students will be able to

- develop, explore and demonstrate future scenarios
- prototype problems and consequences

Attitude:

Students will improve

- analytical, critical and design skills
- open-mindedness

Autonomy and responsibility:

Students will develop competence/confidence in speculative design process

Topics and themes to be covered in the course:

- Speculative Design: designing proposals that identify and debate issues that might happen in the future
- Critical Design: understanding the attitude and practice of the translation of a critical perspective into materiality
- Problem Prototyping: learning the methodology and its role in the design process, especially in Critical Design context
- System Thinking: understanding how to approach and analyse systems both at the level of constituent parts/actors and in the context of larger and interrelated systems.

Assessment:

(in case of more teachers are involved and they evaluate separately, separate assessments per teacher needed)

week 1	Class work, 3 hours	Ferenczi Bálint
week 2	Class work, 3 hours	Ferenczi Bálint
week 3	Class work, 3 hours	Ferenczi Bálint
week 4	Class work, 3 hours	Ferenczi Bálint
week 5	Class work, 3 hours	Ferenczi Bálint
week 6	Class work, 3 hours	Ferenczi Bálint
week 7	Class work, 3 hours	Ferenczi Bálint
week 8	Class work, 3 hours	Ferenczi Bálint
week 9	Class work, 3 hours	Ferenczi Bálint
week 10	Class work, 3 hours	Ferenczi Bálint

week 11	Class work, 3 hours	Ferenczi Bálint
week 12	Class work, 3 hours	Ferenczi Bálint

In most classes, the course events will be structured as the following:

1. recap
2. theoretical introduction to the actual topic
3. Q/A
4. hands-on session (workshop setup, group work)
5. demo
6. feedback & wrap-up

Students will share their impressions, insights and giving feedback to each other.

Students' tasks and responsibilities:

- Presence and active participation in class work
- Conduct exploratory design research
- Developing and exploring alt-scenarios
- Prototyping
- Present the final design

Requirements to be met:

- Presence in class work
- Students need to present the progress of their work in the weekly class work sessions
- Students are required to present their project work in a closing presentation at the end of the semester.
- Class activity

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

Group project (80%)

- Weekly class work sessions: 30%
- Closing presentation: 50%

Soft skills (20%)

- Flexibility
- Presentation
- Communication during work processes
- Self-assessment

Method of assessment:

The assessment will be based on the work completed during the semester and the documentation and oral presentation of the work at the final exam. The student receives a grade and an oral assessment, with self-reflection practices during the semester.

To complete the course you have to deliver the following artefacts:

- Presentation of concept or prototype defined by the lecturer
- PDF export of the prototype/presentation

- A 1 minute video (16:9) that demonstrates your concept. The minimum resolution is Full HD, format is MP4. The video should be self explanatory using narration and subtitles/labels. The video can be recorded digitally or using any device available (e.g. your own phone).
- A printable file format for a poster (.PDF) that describes your project and the design process you've used through. A template will be provided for this purpose.
- 1x "hero image" that demonstrates your end result. (preferably without additional text) Size: 2880x1440
- 1x "square image", that demonstrates your end result. (preferably without additional text) Size: 1080px by 1080px

How is the mark calculated:

- 91-100%: excellent
- 76-90%: good
- 61-75%: satisfactory
- 51-65%: pass
- 0-50%: fail

Required Literature:

- Anthony Dunne & Fiona Raby: Speculative Everything: design, fiction and social dreaming, 2013, <https://readings.design/PDF/speculative-everything.pdf>
- Ivica Mitrović, James Auger, Julian Hanna, Ingi Helgason: Beyond Speculative Design: Past – Present – Future, 2021, <https://speculativeedu.eu/beyond-speculative-design-past-present-future/>
- Cameron Tonkinwise: Just Design: being dogmatic about defining speculative critical design future fiction, 2015, <https://medium.com/@camerontw/just-design-b1f97cb3996f>
- Cameron Tonkinwise: Design Away - Unmaking Things, 2013, https://www.academia.edu/3794815/Design_Away_Unmaking_Things

Recommended Literature:

- Paola Antonelli, Jamer Hunt, Alexandra Midal, Kevin Slavin & Khoi Vinh: Talk to Me: Design and the Communication between People and Objects, 2011, <https://www.moma.org/interactives/exhibitions/2011/talktome/>
- Paola Antonelli, Jamer Hunt: Design and Violence, 2015, <https://www.moma.org/interactives/exhibitions/2013/designandviolence/archives/>
- Tony Fry: Defuturing: A New Design Philosophy, 1999, <https://www.bloomsburycollections.com/book/defuturing-a-new-design-philosophy/>
- Robert Hassan: Analog, 2023, <https://mitpress.mit.edu/9780262544498/analog/>
- Robin Hunicke, Marc LeBlanc, Robert Zubek: MDA: A Formal Approach to Game Design and Game Research, 2004, <https://users.cs.northwestern.edu/~hunicke/MDA.pdf>

Other information:

On Wednesdays between 10.00-12.50am and 1.40-4.30pm in room B_106

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: