

Course description (topics)

Title of the course: Interaction Design Basics: Discussing Design				
Tutors of the course , contact details: Tamás Fogarasy, fogarasy@mome.hu				
Code:	Related curriculum (programme/level): Interaction Design MA	Recommended semester within the curriculum: 2023/2024/1 // 1st	Credit: 2	Number of class hours: 20 Student working hours: 40
Related codes	Type: (seminar/lecture/class work/consultation, etc.) seminar	Can it be an elective course? No	In case of elective what are the specific prerequisites:	
Course connections (prerequisites, parallelis): The subject is only considered completed, if the following courses are also completed: Nagy_Interaction Design Basics: Principles of Computational Design, 2 credits Fogarasy_Interaction Design Basics: Fundamentals of Product Design, 2 credits Csertán_Interaction Design Basics: Mastering IxD – The Human Aspect, 5 credits Leube_Interaction Design Basics: Design Anthropology, 2 credits Leube_Interaction Design Basics: Design Ethnology, 2 credits				
Aim and principles of the course: This course explores the history and future of Interaction Design by engaging students in critical discussions about various topics.				
Learning outcomes (professional and general competences to be developed): Knowledge: Students will understand <ul style="list-style-type: none">● the importance of the work of certain designers of the past and present● the current landscape of design and its prominent actors, channels● the history and grounding of certain design processes or methods● How different companies apply design methodologies● How design careers are evolving● the importance of visual design in IxD● how to read technological trends that may impact IxD● the concept of visual thinking and note taking Ability: Students will be able to <ul style="list-style-type: none">● think critically of practices, frameworks, ideals● navigate through the IxD discipline using the reference points learned● deal with everyday challenges more efficiently● work alone or in a group, they can take part in individual and/or collaborative planning, discussions Attitude: Students will improve <ul style="list-style-type: none">● analytical, critical skills				

- open mindedness
- curiosity for their field
- their sensitivity to previous achievements and research
- connectedness to IxD

Autonomy and responsibility:

Students will develop confidence in backing up their craft and an overview of why certain aspects of applied design are important.

Topics and themes to be covered in the course:

1. Intro to Design Research, the concept of visual thinking
2. The importance of the work of certain designers of the past and present
3. History of Design Thinking and HCD
4. Beyond Design Thinking – a critical approach 1.
5. Beyond Design Thinking – a critical approach 2.
6. The history of Interaction Design 1.
7. The history of Interaction Design 2.
8. How different companies apply design methodologies (multiple factory visits)
9. Basic moderation techniques for meetings and discussions

Assessment:

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

Requirements to be met:

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

Students have to synthesize all learnings into a poster / person and demonstrate the result.

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

- Level of participation in class
- Quality of class notes / diaries
- Quality of poster (UX of poster)
- Quality of presentation

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):

- Level of participation in class 10%
- Quality and presence of class notes or any documentation / diaries 20%
- Quality of poster (UX of poster) 50%
- Quality of presentation 20%

Required Literature:

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:

On Mondays 11.30am-12.50am 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: