Course description (topics)

Title of the									
Interaction	n Design Basics: Fundamentals of I	Product Design							
Tutors of t	he course, contact details:								
Tamás Fog	arasy, <u>fogarasy@mome.hu</u> , Dávid	l Farkas, farkas.david@moi	me.hu						
Code:	Related curriculum (programme/level): Interaction	Recommended semester within the curriculum:	Credit: 2	Number of class					
				hours: 20					
	Design MA	2023/2024/1 // 1st		Student working					
				hours: 40					
Related	Type: (seminar/lecture/class	Can it be an elective	In case of elective what are the specific prerequisites:						
codes	work/consultation, etc.)	course?							
	Class work	No							
Course con	nnections (prerequisites, parallelis	5):							
The subject	t is only considered completed, if	the following courses are a	also comp	leted:					
o ,_	Interaction Design Basics: Discussi								
Nagy_Interaction Design Basics: Principles of Computational Design, 2 credits Csertán_Interaction Design Basics: Mastering IxD – The Human Aspect, 5 credits Leube_Interaction Design Basics: Design Anthropology, 2 credits									
					Leube_Inte	eraction Design Basics: Design Eth	nology, 2 credits		
	rinciples of the course:								
This course	e covers the most important hard	skills for digital product de	sign.						
Learning o	utcomes (professional and genera	al competences to be devel	oped):						
0			• •						
Knowled	ge:								
Students	will understand								
• Th	e application of certain design and	d research methods							
 the difference between mediocre and outstanding design delivery 									
	e concept of visual thinking		•						
Ability:									
Students	will be able to								
 apply design principles in their work 									
 design better surveys 									
 deal with everyday design challenges more efficiently 									
	overall design better artifacts (wire	-							
	_	· •							
Attitude:	:								
Students	will improve								
	rafting skills								
	esearch skills								
• c	uriosity for their field								
	onnectedness to IxD								
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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. Intro to digital Product Design and its methods
- 2. Survey Design 1.
- 3. Survey Design 2.
- 4. Information Architecture
- 5. Inclusive Design
- 6. Pattern Language and visual hierarchy
- 7. Fundamentals of digital prototyping 1. Conversion
- 8. Fundamentals of digital prototyping 2. Crafting

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 need to be able to showcase the results of each session. During the course, several artifacts have to be created, all of them are part of the assessment.

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

- Level of participation in class
- Presence and quality of deliverables

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 20%
- Presence and quality of deliverables (80%)

Required Literature:

Recommended Literature:

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

Morville, L. & Callender, A. (2019). Everyday Information Architecture. A Book Apart.s Norman, D. (2013). *The Design of Everyday Things: Revised and Expanded Edition* (Revised ed.). Basic Books. 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:

OTHER INFORMATION: