Name	**Speculative & Critical Design – designing futures and alternate presents**	Classroom ☐ Studio or workshop ☐ External venue ☐ Online ☐

Codes **_Kód helye_**

Host **Design Institute**

Basic info

Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Term mark	**5**	**80**	**70**	**classwork**	**2024/2025/1**	**MA2**

Recommen-dation

Short Description

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.

Teachers

Name	Contact information	Short bio	Open hours
Bálint Ferenczi	hello@balintferenczi.co, +36209127396		

Semester schedule

Course scheduling	Weekly class appointments
Described in "Timetable (live) Interaction Design MA1 and MA2"	10.00-16.30

#	Date	Weekly educational content
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation
To complete the course you have to deliver the following artefacts:		2024.12.09.	

− 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			

Compulsory readings	Cameron Tonkinwise: Just Design: being dogmatic about defining speculative critical design future fiction, 2015, https://medium.com/@camerontw/just-design-b1f97cb3996f Leon Karlsen Johannessen: The Young Designer's Guide to Speculative and Critical Design, https://www.ntnu.edu/documents/139799/1279149990/16+TPD4505.leon.johannessen.pdf/1c9221a2-2f1b-42fe-ba1f-24bb681be0cd
Recommended readings	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/

Learnings	Knowledge	Students will understand ● 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
	Skills	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
	Responsibility	Students will develop competence/confidence in speculative design process

Exemption

☒ Exemption from attending and completing the course cannot be granted
☐ Exemption may be granted from the acquisition of certain competencies and the fulfilment of tasks
☐ Some tasks can be substituted with other activities,
☐ A full exemption can be granted

Curriculum connections

Unit	Parallel courses	Course proportion in unit
Emergent and experimental design	Speculative Design	5 ECTs
	Biosphere&Technospere	3 ECTs
	Design Collaborations	5 ECTs
	Participative design and co-creation	2 ECTs

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
Interaction Design Basics Market and products	-	-

Misc. information