Course description (topics)

Title of the course: **Emergent and experimental design: Participative design and co-creation**				
Tutors of the course , contact details: Fanni Csernátony, csernatony@mome.hu				
Code:	Related curriculum (programme/level): Interaction Design MA	Recommended semester within the curriculum: 2023/2024 /1 // 3rd	Credit: 2	Number of class hours: 27 Student working hours: 33
Related codes	Type: seminar and class work (seminar/lecture/ class work/consultation , etc.)	Can it be an elective course? -	In case of elective what are the specific prerequisites: -	

Course connections (prerequisites, parallelis):

Course connections (prerequisites, parallelis):

The subject is only considered completed, if the following courses are also completed:

Schneider_Emergent and experimental design: Biosphere & Technosphere – Speculative Transgressions in Contemporary Design Culture, 3 credits

Wärenstål_Emergent and experimental design: Design of AI, 3 credits

Molnár_Emergent and experimental design: Designer self Assesment / Speculative Futures, 3 credits

Ferenczi_Emergent and experimental design: Speculative and Critical Design – designing futures and alternative presents, 3 credits

Aim and principles of the course:

Students will learn about participative design methods to involve stakeholders efficiently in every project. The course focuses on facilitating co-creation workshops with confidence and choosing the most relevant methods depending on the nature of the project and the aim of the involvement. Students will facilitate a workshop connected to a project of their choosing and define relevant insights from the interaction.

Learning outcomes (professional and general competences to be developed):

KNOWLEDGE	ABILITY	ATTITUDE	RESPONSABILITY
Knows several co-creation methods and techniques	Plans stakeholder engagement	Considers stakeholder involvement in the beginning of her projects	Can facilitate alone or co-facilitate design workshops
Knows the value of collaborating with stakeholders	Prepare and design workshops carefully	Makes sure everyone on team is engaged, heard and involved in a workshop	Can design workshop agendas using various methods
Knows the difficulties of working with a multidisciplinar team	Adapts co-creation methods to her projects	Turns to key stakeholders with openness, empathy and curiosity	
Knows the role of the facilitator in a design process	Gives clear instructions to workshop participants		
	Manages the time and keeps the agenda in workshops		
	Documents workshop results efficiently		
	Defines relevant insights after co-creation sessions		

Topics and themes to be covered in the course:

09.19.	Why should you involve stakeholders? When? Who? (Case studies, theory)
09.26.	Lower and higher levels of participation (Pros and cons)
10.03.	Stakeholder involvement canvas
10.10.	Workshop design
10.17,	-
10.24.	Workshop plan consultations (with Interaction MA students)
10.31.	Workshop plan consultations (with Design MA students)
11.07.	Facilitation and instruction
11.14.	Documentation and insights
11.21.	Presentation and reflection
11.28.	Evaluation of co-creation tools

Assessment:

Every student plans, facilitates and documents a workshop connected to an actual design project that they are currently working on, using the provided materials.

Requirements to be met:

- Delivering homework on time
- Attending classes
- Activity and participation in classes

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

- Evaluating the deliverables
    - Stakeholder involvement canvas
    - Workshop plan and agenda for of a self-organized workshop (min. 3 hours)
    - Documentation of the workshop/workshops

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

- Deadline
- Structure
- Content
- Effort

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

Stakeholder involvement canvas	10%
Workshop plan and agenda for of a self-organized workshop (min. 3 hours)	10%
Documentation of the workshop/workshops	50%
Activity on classes	30%

Required Literature:

Recommended Literature:
Ehn, Pelle. 1988. Work-Oriented Design of Computer Artifacts. 2. ed. Stockholm: Arbetslivscentrum.
Sanders, Elizabeth B.-N. 2002. „From User-Centered to Participatory Design Approaches". In Design and the Social Sciences, szerkesztette Jorge Frascara, 2002.04.25.:1–8. Contemporary Trends Institute Series. CRC Press.
Sanders, Elizabeth B.-N., és Pieter Jan Stappers. 2008. „Co-Creation and the New Landscapes of Design". CoDesign 4 (1): 5–18.
Nygaard, Kristen, és Olav Terje Bergo. 1975. „The Trade Unions - New Users of Research". Personnel Review 4 (2): 5–10. https://doi.org/10.1108/eb055278.
Namioka, Aki, és Douglas Schuler. 1990. Participatory Design Conference Proceedings March 31-April 1. Seattle, Washington.

OTHER INFORMATION:

This course is for Design MA 1. and Interaction Design MA 2. students.

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:
-