Name   **Discussing Design**

Classroom ☐
Studio or workshop ☐
External venue ☐
Online ☐

Codes   *Kód helye*

Host   **Design Institute**

	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Basic info	**Term mark**	**2**	**18**	**12**	**seminar**	**2024/2025/1**	**MA1**

Recommen-dation

Short Description

This course explores the history and future of Interaction Design by engaging students in critical discussions about various topics.

Teachers

Name	Contact information	Short bio	Open hours
Tamás Fogarasy	fogarasy@mome.hu		

Semester schedule

Course scheduling	Weekly class appointments
on Mondays	11.30-12.50

#	Date	Weekly educational content
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
10		
11		
12		
13		
14		
15		

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation

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			

Compulsory readings

Recommended readings

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.

Learnings

Knowledge	Students will understand ● 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
Skills	Students will be able to ● 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 ● analytical, critical skills open mindedness ● curiosity for their field ● their sensitivity to previous achievements and research ● connectedness to IxD
Responsibility	Students will develop confidence in backing up their craft and an overiew of why certain aspects of applied design are important.

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
Interaction Design Basics	Discussing Design	2 ECTs
	Design Anthropology	2 ECTs
	Design Ethnography	2 ECTs
	Mastering IxD 1. – The Human Aspect	5 ECTs
	Fundamentals of Product Design	2 ECTs
	Principles of Computational Design	2 ECTs

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
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Misc. information