Name	**Fundamentals of Product Design**	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	**2**	**24**	**6**	**classwork**	**2024/2025/1**	**MA1**

Recommen-dation

Short Description

This course covers the most important hard skills for digital product design.

Teachers

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

Semester schedule

Course scheduling	Weekly class appointments
on Wednesdays	10.50-12.50

#	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

Compulsory readings

Recommended readings

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.

Learnings

Knowledge	Students will understand… ● The application of certain design and research methods ● the difference between mediocre and outstanding design delivery ● the concept of visual thinking
Skills	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 (wireframes, screens)
Attitude	Students will improve ● crafting skills ● research skills ● curiosity for their field ● connectedness to IxD
Responsibility	Students will develop competence/confidence in backing up their craft and look for new ways of practicing it

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

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
-	-	-

Misc.
information