

Name **Masterwork Consultation and Support**

Classroom   
 Studio or workshop   
 External venue   
 Online

Codes **M-ID-401**

Host Design **Institute**

	Type	ECTS	Contact hours	Student work	Course type	Semester	Unit
Basic info	<b>Term mark</b>	<b>10</b>			<b>Seminar</b>	<b>Spring</b>	Master project

Recommendation The course aims to support the MA2 cohort in the completion of their Master's degree. Consultant(s) will assist the students in the process of preparing and presenting the Master's thesis and diploma work.

Short Description All students of MA2 are required to report in and perform regular status calls or meetings with their consultants and supervisor to share their overall progress and challenges. The check-ins are meant to uncover foreseeable difficulties that the consultant(s) and identify possible resource needs.

Cohort-wide milestone presentations occurs regularly where all students are expected to be present.

Teachers	Name	Contact information	Short bio	Open hours
	Tamás Fogarasy	fogarasy@mome.hu		
	Chosen consultants	various		

Semester schedule	Course scheduling	Class appointments
	See below	between 9.00-12.00

#	Date	Weekly educational content
1	Feb 12	[Course Week]
2	Feb 19	Cohort Consultation
3	Feb 26	<i>Consultations managed booked, managed individually</i>
4	Mar 05	
5	Mar 12	
6	Mar 19	Cohort Consultation
7	Mar 26	<i>Consultations managed booked, managed individually</i>
8	Apr 02	
9	Apr 09	
10	Apr 16	Cohort Consultation
11	Apr 23	<i>Consultations managed booked, managed individually</i>
12	Apr 30	
13	May 07	
14	May 14	Cohort Peer Usability Test and Design Crit
15	May 21	<i>Masterwork Meetup – public consultation with experts</i>
16	May 28	<i>Consultations managed booked, managed individually</i>
		Presentation Dry-Run

Requirements and evaluation

Assignments	Evaluation criteria	Deadline	% in evaluation
Abstract		TBD	
Masterwork Prototype	Prototype that can be showcased, exhibited publicly. Also contains any explanation, guide that helps interpretation	TBD	
Documentation of the masterwork's progress	Regular updates on dedicated FigJam board (or similar)  Consultation log (proves regular mentoring)	May 14	
Presentation		TBD	
Masterwork description	Explain's masterwork thoroughly for the committee (guide for this is available in our Teams Homepage)	TBD	
Masterwork video 30 -90 sec minute (16:9) that demonstrates your masterwork in detail (problem-solution). The minimum resolution is Full HD, format is MP4. The video can be recorded digitally or using any device available (e.g. your own phone).	Finished and delivered before live defence  Uses pre-defined <b>template</b> elements for closing with brand font  <b>Names</b> of consultants, supervisor, head of programme present  The video should be <b>self-explanatory using recorded or generated voice narration</b> . (Please do not render your video with subtitles, but attach separately if available)  Min resolution Full HD	Before demo	

Compulsory readings

Recommended readings

Learnings

Knowledge	<p>A detailed understanding of the basic content and general principles of other fields related to interaction design (e.g. economics, culture, anthropology, ecology, technology).</p> <p>A high level of understanding of the project management required for the creation of digital products.</p>
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	Students will have general and specialised knowledge of the processes and concepts underlying their own design and creative work.
Skills	<p>Students adapt to the challenges facing the field of interaction design. And respond to future social, cultural and economic challenges and new types of problems.</p> <p>Identify and analyse problems that can be solved through interaction design.</p> <p>Develop, implement and evaluate design and creative concepts. Combines concepts with similar tools from other (related) disciplines.</p> <p>Creatively uses the technical, material and information resources that underpin their design and creative activity.</p> <p>Possesses the routine technical skills necessary to realise his/her design and creative ideas in an individual and professional manner.</p> <p>Analyses and develops his/her own design in the field of interaction design processes.</p>
Attitude	<p>His/her design and creative concept always has a social, technological or cultural basis.</p> <p>S/he has a sophisticated critical sense of design, of historical and contemporary works, of the field, of related fields, of different design and creative practices and achievements.</p>
Responsibility	<p>Works independently and responsibly in multidisciplinary projects and activities.</p> <p>Is socially sensitive and committed to the selection and communication of his/her projects and artistic creations to target audiences and stakeholders.</p> <p>Is committed to the ethical standards of his/her profession.</p>

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
Masterwork		

Course prerequisites	Is it available as an elective?	Prerequisites in case of elective
	No	

Misc. information