

Title	Old Objects – New Narratives
Codes	M-KF-E-301-FS-252602-01, M-KF-301-FS-252602-01
Host	Future School
Location	Classroom

Basic info						
Course type	Credit	Contact hours	Student working hours	Unit type	Semester	Unit
RDI	5	40	110	RDI	2026 Spring	

Recommendation
<p>During the course, participants will explore the functional, social, and cultural context of an old object through in-depth analysis: they will uncover what it was used for, why it took the form it did, why it disappeared, and what contemporary equivalents or parallels exist. Building on the insights from this research, they will then design a new contemporary object, service, or conceptual work.</p>

Short description
<p>MAIII Collective’s course focuses on old everyday objects that once played an integral role in daily life but have since become memories, cultural imprints, or museum artifacts. The stories attached to these objects – the ways they were used, their manufacturing techniques, their cultural and social significance – provide an excellent foundation for students to explore how a function or narrative can be preserved and carried forward in a contemporary form.</p> <p>The aim of the course is for students to examine the object culture of the past and develop contemporary solutions, product concepts, service ideas, or conceptual works that respond to the history, functionality, use, or cultural meaning of their chosen object. Students from different fields work together in teams, with the course placing a strong emphasis on knowledge-sharing and collaboration between disciplines - particularly between theory-based and design-oriented programs.</p> <p>Timeline:</p> <p>Research phase (Weeks 1-4): object collection, team formation, research methods, cultural and functional analysis</p> <p>Design and concept development phase (Weeks 5-8): narrative design, form and function exploration, concept iterations</p> <p>Prototype and documentation phase (Weeks 9-10): making, refinement, exhibition preparation, final documentation</p>

Teachers			
Name	Contact information	Short BIO	Office hours
Balázs Kisgyörgy (20 contact hours)	kisgyorgy.balazs@teach.mome.hu	Product Designer, Design and Visual Arts Teacher Member of MAIII Collective	by email app.
Blanka Timári (20 contact hours)	timari.blanka@teach.mome.hu	Product Designer, Design and Visual Arts Teacher Member of MAIII Collective	by email app.

Course scheduling			
Course format		Weekly class appointments	
<ul style="list-style-type: none"> - Lectures - Individual and group consultations - Workshop-style sessions According to the pre-announced schedule.		Every Friday, 10:00-12:50	
Details of each session's type and schedule, showing the teacher's role			
Week	Date	Weekly educational content	Studio/workshop
1	20 Feb	Introduction to the course structure and objectives	Studio
2	27 Feb	Collecting objects, forming teams Lecture: research methodology, object description, cultural significance	Studio
3	06 Mar	Team presentations + workshop based on the presentations	Studio
4	13 Mar	Team presentations + workshop based on the presentations	Studio
5	20 Mar	Lecture + workshop: design process, introduction to narrative design, examples	Studio
6	27 Mar	Consultation	Studio
7	10 Apr	Consultation	Studio
8	17 Apr	Consultation	Studio
9	24 Apr	Consultation	Studio
10	8 May	Presentation of research and concepts in teams, featuring external guest reviewers (design theoretics and designers) Small pop-up exhibition in the studio space showcasing the completed works	Studio

Course completion requirements, prerequisites, and evaluation				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation
Group presentation about chosen object	Oral presentation with slides	- depth and quality of research	During the course according to discussed schedule (5-7th week)	25%

		- logical structure and visual quality of the presentation - presentation delivery		
Final presentation	Oral presentation with slides	- logical structure and visual quality of the presentation - presentation delivery	Last session (10th week)	25%
Final exhibition (Prototype/visual mockup)	Exhibition	- quality and clarity of the exhibition - quality of the final piece(s)	Last session (10th week)	25%
Digital document summarising the research and the design process	Submitted PDF	-depth and quality of research - consistency of the design process - logical structure, writing quality and visual quality of the PDF - level of cooperation in the team	Last session (10th week)	25%
General requirements				
-				

Course materials and literature
Mandatory literature
-
Course notes and presentations
-
Recommended literature
To be announced

Learning outcomes	
Knowledge	Understand the historical, social, and cultural context of everyday objects from the past. Identify the functional, aesthetic, and symbolic roles of objects in different periods and societies. Recognize connections between material culture, design evolution, and contemporary practices. Appreciate interdisciplinary approaches to research and design, integrating perspectives from theory and practice.
Skills	Conduct in-depth research on historical objects.

	<p>Analyze and interpret the functional, social, and cultural significance of objects.</p> <p>Translate historical insights into contemporary design solutions, whether as products, services, or conceptual works.</p> <p>Collaborate effectively in interdisciplinary teams, integrating diverse viewpoints and expertise.</p> <p>Communicate research findings and design concepts clearly through visual, written, and oral presentations.</p>
Attitude	<p>Develop curiosity and sensitivity toward everyday objects and material culture.</p> <p>Cultivate respect for cultural heritage while exploring contemporary reinterpretation.</p> <p>Embrace experimentation, critical thinking, and creative problem-solving in design processes.</p> <p>Show openness to feedback and iterative development, valuing process as much as outcome.</p>
Autonomy and Responsibility	<p>Take initiative in researching and selecting objects of personal or academic interest.</p> <p>Manage time and project milestones effectively within team-based and individual tasks.</p> <p>Demonstrate ethical responsibility in the use of historical research and cultural references.</p> <p>Reflect critically on personal design decisions and their potential social or cultural impact.</p>

Exemption
No exemption may be granted from participation in, or completion of, the course.

Curricular connections		
Unit	Parallel courses	Course proportion in unit
	-	100%
Course prerequisites	Is it available as an elective?	Course prerequisites

-	Yes/No	-
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Guidelines and rules for the use of artificial intelligence in the course

General regulations: According to the Moholy-Nagy University of Art and Design's Artificial Intelligence and Plagiarism Policy.

Equipment and materials needed from TechPark	Does TechPark provide this?
Materials and tools for the prototypes. (Product Design - Modeling Workshop)	yes

Other information, comments

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