



Designing interaction towards experience, aesthetics and embodiment

Lecturer: prof. Patrizia Marti (University of Siena, Italy)

Course description:

Module description: The module introduces students to Interaction Design issues in the context of contemporary trends and ideas. Drawing on cultural perspectives, the module (1) will explore how relationships between society and technology inform and inspire design strategies and project management, (2) will provide new ways of thinking about interactive media. The module aims at training students to the importance of developing physical prototypes/probes to offer opportunities to create meaning in action and support people towards new ways of using and experiencing new interactive technologies. Furthermore, the module aims at offering insight in the connection between theory and practice. Concepts from phenomenology (Merleau-Ponty), craftsmanship (Sennett), Reflective Practice (Schön) will be illustrated, together with their application in different domains of design and project management (from health care to artistic settings).

Learning objectives: Reflecting on how people feel, perceive and make sense of their experience is a strong means of learning to become a designer. This module aims at challenging students to grow with respect to knowledge, skills and attitude on cultural values and societal challenges as a driving force in the design process. The module will broaden PhD students' horizons as to understanding design concepts. It will also focus on developing soft skills needed from PhD students as prospective designers, researchers, educators or project managers.

Learning activities: The module will be partially lecture-based. Students will learn by actively constructing meaning, through doing and reflecting on their actions. They will be called to play an active role in building probes and prototypes. They will learn how to play with ambiguity, complexity, resistance and failure (craftsmanship according to Sennett, 2008).

Deliverables:

- Probes and prototypes (use of low-fi prototypes, videos, scenarios)
- Reflections on process, identifying your added value as designer/manager in this context.

Duration: 15 hours of lectures and classes.



Syllabus of the lecture

Topics covered by the course will include:

- aesthetics of interaction,
- phenomenology inspired design,
- craft inspired design,
- research-through design,
- embodiment in design of interactive products and services,
- empathy and user experience in design of interactive products and services,
- use of prototyping in design of interactive products and services,
- elements of innovation management for design project managers.

TERMINY WYKŁADÓW			
Data	Dzień tygodnia	Godzina	Sala
2014-05-26	Pn	17.00-21.00	WZIE 401
2014-05-27	Wt	17.00-21.00	WZIE 401
2014-05-28	Śr	17.00-21.00	WZIE 401
2014-05-29	Cz	17.00-21.00	WZIE 401
2014-05-30	Pt	9.00-13.00	WZIE 209