

Course Code:

PDIN234

Session:

2017/2018

1. Course Title:

Design Innovation & Interaction Design (Specialism)

2. Date of Production/Revision:

April 2017

3. Level:

Master of Design

4. Credits:

15

5. Lead School/Board of Studies:

School of Innovation

6. Course Contact:

Dr Gerard Briscoe with Jeoren Blom

7. Course Aims:

Design Innovation & Interaction Design encourages students to apply innovative design practices and processes to the emerging body of work around interconnected and interactive systems, products and services that underpin contemporary society and the experience of its inhabitants.

- Display an awareness and understanding of interaction design and its relationship to contemporary personal and professional design practice
- Deploy the design process as the synthesis of research, analysis, development and critique towards a specified project goal that emerges from an engagement with multiple stakeholders and/or collaborators.
- Construct and communicate a design interaction issue as an opportunity for exploration and determine the manner in which it should be addressed as a *designed* interaction outcome
- Evidence the value of design interaction as a *method* of engaging with complex problems and to their intellectual comprehension and resolution
- Produce tangible design outcomes and communication to a professional level where their value to stakeholders and participants in a collaborative process is evident.

8. Intended Learning Outcomes of Course:

By the end of this course students will be able to:

Knowledge and Understanding:

- Communicate an understanding of the domain of Interaction Design appropriate to an analysis of a specific issue or area.
- Display an understanding of the tools, techniques and methods required to apply interaction design within a specific context.

Subject Specific Skills:

- Demonstrate the application of interaction design as a means of re-framing user/stakeholder experience in a material format
- Evidence the ability to generate, test, develop and refine design concepts through prototyping and iteration appropriate to specific users/stakeholders

Transferable skills:

- Communicate the value of an interaction focused design process as a means of making analytical judgments about the world and the material and immaterial experiences of interaction
- Evidence collaboration and self-direction through the development and management of a project of research;

9. Indicative Content:

The course content is designed to develop an understanding of Interaction Design through engagement with a design project and supported by related seminars and specific expertise.

The course will cover:

- Approaches for applying interaction design techniques and methods within a specified social context.
- Identifying and deploying appropriate methods of engagement, team-working and communication in the generation of interactive experiences and relationships
- The role of the designer as a collaborative practitioner engaged in the investigation of technological possibility
- The role of Interaction design as a means of developing innovative experiences through the application of technology.

10. Description of Summative Assessment:

No.	Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments) or length (exam)
1.	Project	Produce a group publication documenting the project undertaken, and <i>also</i> an individual PPJ (Project Process Journal) on their process, intent and learning through engagement with the course	60	End of Stage 2
2.	Presentation	Communicate in a group presentation format the process and outcomes of the collaborative project	40	End of Stage 2

10.1 Please describe the Summative Assessment arrangements:

For this course, assessment of student work will consist of:

- An assessment of the group presentation, including level of communication and appropriateness to stakeholders and an ability to justify design decisions
- An assessment of the reflective PPJ, as an account of the individual learning experience and a reflection upon the group project and its processes.

11. Formative Assessment:

Formative assessment and feedback will be provided through defined tutorial discussion and feedback throughout the course.

11.1 Please describe the Formative Assessment arrangements:

- Students will receive supervisory support in the form of one-to-one and/or group tutorials. In addition, students will be required to attend group sessions (peer-assisted learning (PAL) groups).
- Tutorial notes will be recorded by a tutorial buddy for review and discussion between the students involved in the tutorial.
- Peer review and feedback will also be used during presentations to provide additional formative feedback.

12. Collaborative:Yes No **12.1 Teaching Institutions:****13. Requirements of Entry:**

Successful completion of Stage 1 (PG Cert) of the MDes Design Innovation programme.

14. Co-requisites:

M.Des Studio 2: Exploring the Social Context, elective course (GSA)

15. Associated Programmes:

M.Des in Design Innovation

16. When Taught:

Stage 2

17. Timetable:

Teaching sessions follow the pattern:

- Project definition (seminars, brief writing and tutorials)
- Project enactment (Interim presentations and tutorials)
- Project presentation (Tutor and peer feedback)
- PPJ writing (Tutorials)

18. Available to Visiting Students:Yes No

19. Distance Learning:Yes No **20. Placement:**Yes No **21. Learning and Teaching Methods:**

Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture	0	0
Studio	5	40
Seminar/Presentation	5	5
Tutorial	5	15
Workshop	0	15
Laboratory work	0	0
Project work	0	75
Professional Practice	0	0
E-Learning / Distance Learning	0	0
Placement	0	0
Examination	0	0
Essay	0	0
Private Study	Not Applicable	0
Other (please specify below)	0	0
TOTAL	15	150

22. Description of "Other" Teaching and Learning Methods:

Not Applicable

23. Additional Relevant Information:**24. Indicative Bibliography:**

- Fry, T. (2011) *Design as Politics*, Berg, London
- Keinonen T (2013). *Designing for wellbeing*. In Kinnunen K, Kivelä K & Tyyri-Pohjonen S (eds.). *Living+ for better living environments*. Helsinki: Aalto ARTS Books, 68-77.
- Kuniavsky, M. (2010), *Smart Things: ubiquitous computing user-experience design*, MorganKaufman, New York
- Lazzarato, M. (2014), *Signs and Machines: capitalism and the production of subjectivity*, Semiotext(e), New York

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