

**Course Code:**

TBC

**1. Course Title:**

Studio 2: Interactions &amp; Experiences BDes/MEDes Prod Des

**2. Academic Session:**

2011-2012

**3. Level:**

SCQF Level 8 – Stage 2

**4. Credits:**

80

**5. Lead School/Board of Studies:**

School of Design

**6. Course Contact:**

Elio Caccavale

**7. Course Aims:**

This course aims to extend student learning beyond the material dimension of product design practice, opening up the immaterial and relational concepts of *interaction* and *experience* as design 'domains.' In doing so it requires students to develop their visual and narrative abilities in order to communicate their design process and its outcomes. Further, it introduces the concept of 'experience prototypes' as a means of communicating user-experience in situations where a working prototype is unfeasible, creating the possibility of generating user-feedback capable of being used to refine the design process. It also involves an introduction to digital technologies capable of supporting user-engagement and interface with design outcomes.

To encourage deeper intellectual enquiry into the role of product design within contemporary society.

To extend the application of user-research engagement techniques to explore and define more complex social situations.

To introduce the concept of 'experience prototypes' as a means of communicating user-experience in situations where a working prototype is unfeasible, creating the possibility of generating user-feedback capable of being used to refine the design process.

To develop a range of visual and narrative abilities appropriate to the communication of more complex design propositions.

To introduce Computer-Aided Design (CAD) as a way of developing new techniques of thinking and making in 3-D.

#### **8. Intended Learning Outcomes of Course:**

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

- Explore and communicate the complex social situations that shape the experience of products
- Use experience prototypes and visual communication strategies to convey an understanding of 'interaction' and 'experience' within design practice.
- Apply user research within the manufacture of experience prototypes as employed in a professional/industrial context (interface, branding/packaging etc)
- Demonstrate an understanding of the basic principles of interaction/interface technologies (Speckled Computing, Arduino, video) and deploy them during the sketch-modelling and design of user interactions or experiences.
- Apply 3-D CAD modelling (Rhino) and understand its role in Advanced Prototyping technologies (FDM/CNC/laser-cutting)

#### **9. Indicative Content:**

Narrative methods and techniques (storyboarding, scenarios, graphic design, video prototyping, performance and role-play).

Observational research, user profiling

Design process & theory

Interface technology

Rhino modelling and rapid prototyping technologies

#### **10. Description of Summative Assessment:**

Students will be assessed on:

How well they demonstrate the ability to translate research findings into design opportunities and insights appropriate to user interaction

Ability to communicate clearly a project narrative and process using an experience prototype capable of communicating a design intent to others through use or observation.

Their use of interaction/interface technologies to improve upon the user interaction/experience of a product or service based upon research data.

Capacity to translate product sketches into CAD files and advanced prototype models

##### **10.1 Please describe the Summative Assessment arrangements:**

Summative assessment occurs by portfolio submission at end of year (June).

#### **11. Formative Assessment:**

Project reviews and Mid-Year Review

##### **11.1 Please describe the Formative Assessment arrangements:**

Tutorials, peer critique and group seminar form the basis of indicative feedback.

**12. Collaborative:**Yes No **12.1 Teaching Institutions:**[Click here to enter text.](#)**13. Requirements of Entry:**

Passing B.Des/MEDes level 1 or alternative

**14. Co-requisites:**

PD Social Sciences 2, Languages for PD, FoCi level 2

**15. Associated Programmes:**

B.Des/MEDes Product Design

**16. When Taught:**

This course will be delivered across terms 1, 2 &amp; 3 of Stage 2 and will comprise 800 notional learning hours of which 80 will be direct contact time.

**17. Timetable:**

4 days per week

**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		
Studio	20	400
Seminar/Presentation	20	
Tutorial	20	
Workshop		100
Laboratory work		
Project work	20	200
Professional Practice		
E-Learning / Distance Learning		

Placement		
Examination		
Essay		
Private Study	Not Applicable	100
Other (please specify below)		
<b>TOTAL</b>	<b>80</b>	<b>800</b>

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

Presentations, tutorials, technical and materials-based workshops, individual/group-feedback (formative)  
 Presentation techniques  
 Narrative workshops  
 Lectures, seminars and individual tutorials  
 Interface technology workshops  
 Peer review/Self-directed learning

**23. Additional Relevant Information:**

Click here to enter text.

**24. Indicative Bibliography:**

<http://www.tracycurrer.com/prototype.htm>

*Sketching User Experience: Getting the Design Right and Getting the Right Design* by Bill Buxton (2007)

*Notes on Book Design* by Derek Birdsall (2004),

*Where Stuff Comes From: How Toasters, Toilets, Cars, Computers and Many Other Things Come to Be As They Are* by Harvey Molotch (2005)

*Sagmeister: Made You Look!* By Stephan Sagmeister (2001)

Journals:

Design Week

Eureka

Frame

FX Magazine

*Icon*

Living

Made