

Media Design Research (MDR) Seminar

Autumn 2010, 3-6 ECTs

Prof. Lily Díaz and guests

Calendar of activities

Topic	Date	Activities	Assignments
Introduction to research in design.	09/14	Introduction to the course.	Exercise: Artifact analysis Reading: <i>The Semantic Turn</i> , Chapters 1& 2
The role of language in design	09/21	Lecture: Design and language, Lily Díaz	Exercise: Artifact analysis Reading: ST Chapter 3
Interaction design	10/05	Lecture: Collections of interaction (1). Lily Díaz Presentation by Client	Exercise: Design brief
Scenario-based design	10/12	Lecture: Making scenarios, Lily Díaz Presentation of design brief.	Exercise: Scenarios Reading: ST, Chapter 4
Interaction design	11/02	Lecture: Collections of interaction (2). Lily Díaz Presentation of scenarios to Client.	Exercise: Making a questionnaire. Reading: ST, Chapter 5
Ethnography and fieldwork	11/09	Lecture: About fieldwork, Merja Helle Presentation of questionnaires to Client.	Exercise: Mini-fieldwork. Reading: ST, Chapter 6
Human-centered design	11/11 (Thursday)	Lecture: Klaus Krippendorff (Note that this is on Thursday, from 5-7 PM.)	
Participatory design methods	11/16	Lecture, Participatory design methods. Andrea Botero. Use leftover time to work on fieldwork exercise.	Reading: ST, Chapter 7. Exercise: Mini-fieldwork.
Workshop about UML	11/19 (Friday)	A workshop to learn about modeling interaction flow. Andrew Paterson. (Note that this is on a Friday, from 13-16.)	Exercise: UML model and interaction design flow.
Concept design	11/23	Lecture: About concept design, Lotta Partanen. Presentation of results from fieldwork to Client.	Reading: ST, Chapter 8. Exercise: Design plan and putting everything together.
Workshop about UML	11/26 (Friday)	A workshop to learn about modeling interaction flow.	Exercise: UML model and interaction

		Andrew Paterson (Note that this is on a Friday, from 13-16.)	design flow.
Creative design methods	11/30	Lecture: Non-intentional design. Lily Díaz TBD.	Reading: ST, Chapter 9. Exercise: Design plan and putting everything together.
Independent work	12/7	Working on presentations to the Client.	Exercise: Design plan and putting everything together.
Final meeting	12/14	Presentations to Client.	Final design plan due.

The course provides knowledge about how artifacts acquire meanings in use, which in turn provides designers with the kind of knowledge they are most qualified to translate into artifacts that support human social activities.

The objective of the course is to teach the student basic methodology particular to research in design. The course consists of lectures and presentations of case studies, as well as two design exercises. For the academic year of 2010-2011, there is an opportunity to work with Oppifi oy, a start-up company. Participation in the course will be graded. There will be reading and short writing assignments. Students are required to complete all the work within the time span of the class. Class participation accounts for 40% of the grading, so attendance is strongly encouraged.