Syllabus

Kursbeschreibung

Titel der Lehrveranstaltung	Designing Probes
Code der Lehrveranstaltung	95217
Zusätzlicher Titel der Lehrveranstaltung	
Wissenschaftlich-disziplinärer Bereich	NN
Sprache	Englisch
Studiengang	Doktoratsstudium in Experimental Research through Design, Art and Technologies
Andere Studiengänge (gem. Lehrveranstaltung)	
Dozenten/Dozentinnen	Prof. Secil Ugur Yavuz, Secil.UgurYavuz@unibz.it https://www.unibz.it/en/faculties/design-art/academic-staff/person/36117
Wissensch. Mitarbeiter/Mitarbeiterin	
Semester	Zweites Semester
Studienjahr/e	1
KP	2
Vorlesungsstunden	10
Laboratoriumsstunden	0
Stunden für individuelles Studium	40
Vorgesehene Sprechzeiten	
Inhaltsangabe	The course is organised in the form of practical workshops that provide students with a testing ground for designing and constructing design probes that allow them to obtain different information about their research questions through the use of an artefact. This practice-based course will give students the opportunity to develop a customised research artefact that offers

	an experimental way to gather valuable insights and data in the context of their research.
Themen der Lehrveranstaltung	Turning a research question into a probe, types of probes, ideation and concept sketching for probes, crafting probes, testing and reflecting with probes
Stichwörter	Design Probes, Cultural Probes, Research Artefacts, Experimental Methods
Empfohlene Voraussetzungen	
Propädeutische Lehrveranstaltungen	
Unterrichtsform	The teaching format will be a series of hands-on workshops that merge theoretical grounding with experimental making. Each session provides students with practical space to conceptualize, design, and construct research artefacts (probes) tailored to their individual research questions. Through iterative making, testing and collective reflection rounds, students will learn through making.
Anwesenheitspflicht	yes
Spezifische Bildungsziele und erwartete Lernergebnisse	Students will acquire the ability to develop projects in terms of design, artistic ability, experimentation and technological application in order to generate and foster knowledge, culture and innovation.
Spezifisches Bildungsziel und erwartete Lernergebnisse (zusätzliche Informationen)	
Art der Prüfung	Assessment will be based on the presentation and live demonstration of the probe that is developed during the course. Each student will present their research context, design process, and the final artefact with a live demonstration of how the probe functions.
Bewertungskriterien	The criteria for assessment: conceptual clarity: demonstrating a clear and well-articulated conceptual foundation for their probe. relevance to the research question: originality and appropriateness of the probe in addressing the research question

	critical reflections: critical reflection on both the process and outcomes of the probe
Pflichtliteratur	Gaver, W, Dunne, A., & Pacenti, E,. 1999 Design: Cultural probes, Interactions, Vol 6, Issue 1, Jan/Feb Boehner, K., Gaver, W. & Boucher, A. 2012. Probes. In: Celia Lury and Nina Wakeford, eds. Inventive Methods: the Happening of the Social. London: Routledge Press, pp. 185-201. ISBN 0415574811 Çerçi,S., Cecchinato, M.E. & Vines, J. 2021. How Design Researchers Interpret Probes: Understanding the Critical Intentions of a Designerly Approach to Research. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). Association for Computing Machinery, New York, NY, USA, Article 624, 1–15. https://doi.org/10.1145/3411764.3445328
Weiterführende Literatur	
Weitere Informationen	
Ziele für nachhaltige Entwicklung (SDGs)	Hochwertige Bildung