

Syllabus

Kursbeschreibung

Titel der Lehrveranstaltung	Research through design
Code der Lehrveranstaltung	95202
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	Erstes Semester
Studienjahr/e	1
KP	2
Vorlesungsstunden	10
Laboratoriumsstunden	0
Stunden für individuelles Studium	40
Vorgesehene Sprechzeiten	6
Inhaltsangabe	This course addresses the Research through Design (RtD) approach by providing case-studies that answer research questions through making and designing. It aims at reflecting on how to generate knowledge through design activities and artifacts, focusing on the diverse role of designed artifacts in research. The course consists of lectures, exercises and critical reflections on

	practice-based inquiry.
Themen der Lehrveranstaltung	Artifacts for inquiry Design probes Reflection in action Designerly ways of knowing
Stichwörter	Research through design, creative inquiry, design research
Empfohlene Voraussetzungen	
Propädeutische Lehrveranstaltungen	
Unterrichtsform	The course format combines lectures, student presentations, and interactive discussions.
Anwesenheitspflicht	yes
Spezifische Bildungsziele und erwartete Lernergebnisse	Students will acquire: Knowledge and skills in theory and methodology, and in the acquisition of methods, tools and practices; Knowledge of the ethical aspects of academic research.
Spezifisches Bildungsziel und erwartete Lernergebnisse (zusätzliche Informationen)	
Art der Prüfung	The students will be asked to present their own position in the RtD approach with an oral presentation. The exam will be in form of an oral presentation that takes place on the last day of the course.
Bewertungskriterien	The course is Pass or Fail. The presentations will be evaluated based on the relevance to the course content, innovation and critical reflection.
Pflichtliteratur	• Koskinen, I., Zimmerman, J., Binder, T., Redstrom, J., & Wensveen, S. (2011). <i>Design research through practice: From the lab, field, and showroom</i>. Elsevier.
Weiterführende Literatur	• Vaughan, L. (Ed.). (2017). <i>Practice-based design research</i>. Bloomsbury Publishing • Stappers, P. J., & Giaccardi, E. (2017). <i>Research through Design. The Encyclopedia of Human-Computer Interaction</i>, 2nd Ed. • Zimmerman, J., Forlizzi, J. (2014). <i>Research Through Design</i>

	<i>in HCI. In: Olson, J., Kellogg, W. (eds) Ways of Knowing in HCI. Springer, New York, NY. https://doi.org/10.1007/978-1-4939-0378-8_8</i>
Weitere Informationen	
Ziele für nachhaltige Entwicklung (SDGs)	Hochwertige Bildung