Syllabus

Kursbeschreibung

Titel der Lehrveranstaltung	Interaction and empathy design
Code der Lehrveranstaltung	95206
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. Rosella Gennari, Rosella.Gennari@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/8607
Wissensch. Mitarbeiter/Mitarbeiterin	
Semester	Erstes Semester
Studienjahr/e	2
KP	2
Vorlesungsstunden	10
Laboratoriumsstunden	0
Stunden für individuelles Studium	40
Vorgesehene Sprechzeiten	
Inhaltsangabe	The course is organised in workshops, with practical activities. It asks different students to work on scenarios with personas, representing people to empathise with and problematic situations for them. Working in heterogeneous teams, students learn how to rapidly analyse scenarios with personas, extract relevant information, and hence conceptualise prototype solutions for them.

Themen der Lehrveranstaltung	1. The basics of Interaction Design: what interaction is in design, and what it means designing interactions with users for their contexts. 2. Empathising with contexts: how to collect data for empathising and understanding users and their context. 3. Conceptualsing Interactions: how to rapidly conceptualise interactions. 3. Critically Reflecting: how to critically reflect on interactions, considering relevant research methods.
Stichwörter	interaction design, human centred design, user research
Empfohlene Voraussetzungen	https://id-book.pages.dev/ available via the unibz library as safari tech book
Propädeutische Lehrveranstaltungen	
Unterrichtsform	- In person - Frontal lectures - Workshops
Anwesenheitspflicht	yes
Spezifische Bildungsziele und erwartete Lernergebnisse	• Ability to analyse a scenario and persona. • Ability to abstract away what needed, specify, and develop a possible interactive prototype solution. • Ability to present it and critically assess it. • Ability to critically reflect in the development process, by considering diverse viewpoints.
Spezifisches Bildungsziel und erwartete Lernergebnisse (zusätzliche Informationen)	
Art der Prüfung	Project work, developed during the course, and its final presentation.
Bewertungskriterien	The course is Pass or Fail. The criteria are as follows: • Ability to analyse a scenario and persona. • Ability to abstract away what needed, specify, and develop a possible interactive prototype solution. • Ability to present it and critically assess it. • Ability to critically reflect in the development process, by considering diverse viewpoints.

Pflichtliteratur	Slides and materials provided by the lecturer during the course
Weiterführende Literatur	
Weitere Informationen	
Ziele für nachhaltige Entwicklung (SDGs)	Industrie, Innovation und Infrastruktur, Hochwertige Bildung