Syllabus

Course Description

Course Title	Interaction and empathy design
Course Code	95206
Course Title Additional	
Scientific-Disciplinary Sector	NN
Language	English
Degree Course	PhD Programme in Experimental Research through Design, Art and Technologies
Other Degree Courses (Loaned)	
Lecturers	Prof. Rosella Gennari, Rosella.Gennari@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/8607
Teaching Assistant	
Semester	First semester
Course Year/s	2
CP	2
Teaching Hours	10
Lab Hours	0
Individual Study Hours	40
Planned Office Hours	
Contents Summary	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.
Course Topics	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.
Keywords	interaction design, human centred design, user research
Recommended Prerequisites	https://id-book.pages.dev/ available via the unibz library as safari tech book
Propaedeutic Courses	
Teaching Format	- In person - Frontal lectures - Workshops
Mandatory Attendance	yes
Specific Educational Objectives and Learning Outcomes	• 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.
Specific Educational Objectives and Learning Outcomes (additional info.)	
Assessment	Project work, developed during the course, and its final presentation.
Evaluation Criteria	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.
Required Readings	Slides and materials provided by the lecturer during the course
Supplementary Readings	
Further Information	

Sustainable Development Goals (SDGs)	Industry, innovation and infrastructure, Quality education