

## **Syllabus**

## Kursbeschreibung

Titel der Lehrveranstaltung	Service and Policy Design
Code der Lehrveranstaltung	96126
Zusätzlicher Titel der Lehrveranstaltung	
Wissenschaftlich- disziplinärer Bereich	ICAR/13
Sprache	Englisch
Studiengang	Master in Ökosozialem Design
Andere Studiengänge (gem. Lehrveranstaltung)	
Dozenten/Dozentinnen	
Wissensch. Mitarbeiter/Mitarbeiterin	
Semester	Zweites Semester
Studienjahr/e	1st and 2nd year
KP	6
Vorlesungsstunden	60
Laboratoriumsstunden	0
Stunden für individuelles Studium	0
Vorgesehene Sprechzeiten	18
Inhaltsangabe	Based on their interests and focus, students select courses in areas Observe, Analyse & Apply and of Make & Intervene, to which the course in Service and Policy Design belongs.  Service and Policy Design course offers a critical and creative approach to the design and development of services and policies aimed at fostering social-ecological transformation, inclusion and care. A particular focus is on the interplay between grassroots initiatives (commoning) and the public sector (institutioning).  Students will learn to analyze services and policies through the lens of eco-social design. The course combines theory, strategy and

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	practice, for developing service-oriented solutions.  A wide spectrum of concepts and issues will be covered, for example: Policy design and governance for social-ecological transformation, multi-level governance and subsidiarity, commonpublic partnerships, democratisation and participation, system thinking and theory of change, transformative resilience.
Themen der Lehrveranstaltung	to be announced
Stichwörter	to be announced
Empfohlene Voraussetzungen	
Propädeutische Lehrveranstaltungen	
Unterrichtsform	to be announced
Anwesenheitspflicht	highly recommended
Spezifische Bildungsziele und erwartete Lernergebnisse	Knowledge and understanding Students of the Master in Eco-social Design will have developed their own individual project practice and will be able to: - develop creative solutions and processes - making complex problems tangible through design, visualization and storytelling - developing prototypes or delegating their development  Applying knowledge and understanding Students will be able to make tangible ideas, reports and projects,
	such as sketches, visualisations, mock-ups, models, prototypes, interventions and prototype events.  Making judgements Students will be able to:  - take responsibility for the development and management of projects and activities  - compare and evaluate concepts, practices and projects in their various contexts  - judging independently and critically requirements, needs and potential of an environment, and of a group or community, as well as the contribution of a project to local and regional economic cycles and to increasing solidarity relations

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	Communication skills Students will be able to: - communicate convincingly in different ways and with different audiences - present projects convincingly
	Learning skills Students will be able to working independently to learn according to different situations and in a personal way through the development of prototypes, models, mock-ups and the feedback they provide.
Spezifisches Bildungsziel und erwartete Lernergebnisse (zusätzliche Informationen)	
Art der Prüfung	to be announced
Bewertungskriterien	to be announced
Pflichtliteratur	to be announced
Weiterführende Literatur	
Weitere Informationen	
Ziele für nachhaltige Entwicklung (SDGs)	