



UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

SYLLABUS DEL CORSO

Laboratorio di Progettazione

2021-2-F9201P028

Aims

The course aims to make students reflect on what it is and what it means to design for the best interaction between a human being/person (the so-called user) and an interactive digital thing: by "thing" we obviously mean a device, or an app, a software, an application, and even an environment (think of domotics), i.e. where the Internet of Things, the Internet of People (e.g., social media) or a combination of these two networks. Students will also understand what 'better' means in the case of person/thing digital interaction, a concept that has to do with evaluations of effectiveness, efficiency and satisfaction, i.e. usability, but also with environmental, social and human sustainability, and thus with the ethicality, transparency and responsibility of the IT project, i.e. ultimately of the designer.

Students will understand that the qualifying aspects of interaction design are: (1) interactive systems should be designed around their users/stakeholders. They must therefore be characterised in terms of the transformations they generate in the space of their possible actions and interactions; (2) interactive systems are all the more effective the more they are open to their users, so that the latter are called upon to engage in an experience of appropriation and learning; (3) project communication is an integral part of the project itself, as it plays the decisive role of bringing stakeholders closer to the innovation that the project generates.

Students also acquire the awareness that the design of an interactive system is primarily the design of its interface, but that it must be understood and evaluated from the point of view of the transformations it induces or can induce in the experiences of its stakeholders.

Contents

Interactive systems within the digital revolution

What is design, and what is interaction design

The experience of a thing that does not exist yet versus the experience of an existing thing

The stakeholders of a dproject

The interface od an interactive system

From the project idea to the ongoing project

Communicating the project as part of the project itself

Multi-disciplinarity of interaction design

Detailed program

The course is divided into three parts: the first part, approximately a half of the course, in which the teacher gives frontal lessons in which he introduces ideas and studies on design and interaction design with examples of projects and characterization of interactive systems from the users' point of view.

In this phase it is also presented a call for proposals, formulated by a real company / customer or one simulated by the teacher.

At this point the second phase begins, in which the students carry out and present to the discussion group reports on relevant aspects of the field in which the CfP is located. In the meantime, the project groups are formed (possibly of 4 students including, as far as possible, at least one computer science student). At the end of the second month the groups present their project ideas which are discussed in the classroom.

Once the students' reports are done, the third phase begins in which the groups begin to design. At the end of the third month, the groups present their project in itinere which are discussed in the classroom. These teacher-student interactions are an integral and formative part of the course.

The three phases are supported by the use of the course website (Forum) or other collaborative digital tools, if necessary, through which students extend their classroom and home activities digitally.

Prerequisites

There are no pre-requisites

Teaching form

The core of the course is the group work of students engaged in designing in response to a request (call for proposals, CfP) formulated by a sponsor or client (real or simulated according to availability). This activity, which has various moments of verification and collective discussion in class before its completion, is corroborated by two further experiences: (1) the listening, reading, and discussion of the lessons in which the teacher presents the interaction design (see the "contents" section) and the materials of other authors on the same subject; (2) the reports and posts on the forum of the course that students carry out in the field in which the CfP insists they must

answer.

These experiences together configure the course as a "long hackaton" in which students couple the creative experience of the project with the acquisition of a mature awareness of the field in which they design.

Given the brevity of the course, in the project students will have to focus on the interactions between users and the designed system and on the general architecture that makes it possible to create a system with the proposed characteristics and performance.

The course is taught in Italian.

In case of COVID-19-related emergency, the frontal and laboratory lessons will be mainly synchronous via Google Meet or equivalent platform as indicated in the course Web site.

Textbook and teaching resource

Slides and articles provided by the teacher. Collaborative notes.

Semester

First Semester

Assessment method

The final exam is oral and individual, although presented as members of a team. Students are to bring the whole project documentation, whose presentation to sponsor / customer can be a specific component if requested so.

Office hours

By appointment and at the end of the lectures.
