



UNIVERSITÀ  
DEGLI STUDI DI MILANO-BICOCCA

## SYLLABUS DEL CORSO

### Laboratorio di Progettazione

2122-2-F9201P028

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#### Aims

At the end of the course students will have reflected and achieved a mature awareness of what it means to design (for) interaction with interactive computational systems and to make the user experience rewarding and engaging, beyond the traditional dimensions of usability. They will have tried to document a project of realistic complexity for the realization of an application (mobile or desktop) or online service, of which they will know how to evaluate different dimensions, including the technical feasibility and potentiality. They will be able to apply various techniques of participatory user involvement and evaluation of the maturity of the result of their project activities, evaluating the pros and cons of their project ideas.

#### Contents

The what, how, and why of interaction design, intended as the practice of designing interactive things.

#### Detailed program

Cultural and conceptual framework, with definitions of  
Practice  
Design  
Interaction (5 dimensions)  
Thing  
Main IxD Methodologies, limitations and support  
Satisfaction of user needs, what does it mean?  
Quality in IxD, what does it mean?  
Relationship with User Experience  
Techniques and tools for rapid prototyping  
Techniques of user involvement (user research)

technology Impact on interaction  
Types of sustainability  
Avant-garde approaches

## **Prerequisites**

There are no pre-requisites

## **Teaching form**

Lectures and Practice classes

The teaching activity will be delivered in presence, unless otherwise indicated, due to national and/or University indications due to the protracted COVID-19 emergency. In that case, face-to-face classes and lab lectures will be primarily synchronous (with strongly promoted participation) via WebEx or equivalent platform as indicated on the course website.

## **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. The project concerns the preliminary feasibility study and rapid prototyping of an IT service or application. Students are supposed 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.

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