UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

COURSE SYLLABUS

Design Laboratory

2122-2-F9201P028

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.