Freie Universität Bozen
Libera Università di Bolzano
Università Liedia de Bulsan

SYLLABUS
Course description

The course belongs to the class “caratterizzante” (obbligatoria) in the MA in Eco-Social Design (LM-12). This course is a compulsory subject in the area “Skills & Technologies”

Course title	**Interface Design** **Area: Skills & Technologies**
Course code	**96003**
Scientific sector	**INF/01 – Discipline tecnologiche e ingegneristiche**
Degree	**Master in Eco-Social Design (LM-12)**
Semester	**II**
Year	**1st and 2nd**
Credits	**6**
Modular	**No**
Lecturer	**Stefan Kainbacher (TO BE UPDATED BY THE SECRETARIAT)** office F4.02, e-mail ….@unibz.it, tel. +39 0471 015---, webpage http://www.unibz.it/en/design-art/people/StaffDetails.html
Scientific sector of the lecturer	**-**
Teaching language	**English, Deutsch**
Teaching assistant (if any)	-
Office hours	-
Teaching language	**English, Deutsch**
Total lecturing hours	**60**
Total hours of self-study and/or other individual educational activities	**about 120**
Attendance	**not compulsory, but strongly recommended**
Prerequisites	**-**
Course page	-

Course description
The goal of this course is to acquire a basic knowledge about interfaces, interactions and according technologies connected within this field. The approach is practice and experience based. We will learn to create and discuss together different strategies, tools and solutions. You will get to know TouchDesigner as handy tool to create quickly prototypes. During the course we will explore together interfaces and interactions in a wider sense around the topic of the semester ESSEN / ALIMENTARE / FOOD. For example social strategies about tracking the distribution of food or just play with the with the ingredients or properties of food. Also we might have a closer look into cooking as interactive design process itself …

Educational objectives
The educational objectives need to refer to the Dublin Descriptors: please confirm or delete/adapt

Students will be able to:
- collaborate with experts and other designers to develop and implement an integrated project;
- prototype and partially implement projects;
- propose and develop projects which will contribute to local development while considering the global context, starting from a "glocal" vision, which "focuses on the global and planetary dimension and the local one at the same time" (from the Dizionario Treccani);
- take into account the environmental, social and economic impacts occurring within the tension between global and local dimensions;
- integrate socio-economic aspects and sustainability requirements in project design while considering the tension, which occurs between the local and the global dimensions;
- use hardware and software tools for designing, prototyping, producing small serial products, managing and presenting projects;
- develop an individual way of thinking, leading to critical judgements and self-assessments;
- balance inspiration and systematic planning;
- balance more intuitive ways of working with more analytical ones;
- balance both emotions and functions in design and communication;
- communicate, multilingually in a convincing way, through a variety of modalities (written, oral, visual);
- talk to experts about the project;
- read experts' articles, studies and reports related to one's own project issues and integrate those analysis with one's own project design;
- organize a research project while identifying relevant studies and researches, experts to collaborate with, methods and instruments to adopt;
- organize and manage creative processes and adopt appropriate and relevant methods for their development (for example participatory design, user-centered design, action research, large group facilitation, project management);
- build up mock-up or interface prototypes and other interactive applications;
- build mock-up user-interfaces;
- use relevant software and hardware tools and systems productively;
- fabricate small series of products (also editorial products);
- understand specialist literature so as to integrate it within their own research project;

Knowledge will be acquired in the following fields:
- interface-design, interaction-design and user-experience design;

List of topics covered
- *Interaction Design*
- *Interface Design*
- *User-Experience Design*

- *Visual Programming*
- *Physical Computing*
- *Data Visualization*

Teaching format
Project-work with a balanced mix of lectures, workshops, exercises, presentations and reviews

Learning outcomes
The learning outcomes need to refer to the Dublin Descriptors.

Knowledge and understanding
Students will acquire knowledge of materials in product design projects, their processing and the environmental and social-economic impact of their use within the project.

Applying knowledge and understanding
Students will be able to apply acquired knowledge in the development of their own projects in product design.

Making judgments
Students will acquire the ability to choose the most appropriate materials and techniques to meet the goals of their projects, and to critically review other projects in product design.

Communication skills
Students will be able to communicate their design choices, concerning materials and production processes, using a specific terminology and with adequate technical/strategic arguments.

Learning skills
Students will learn how to approach questions of related to materials and production processes in product design. The will know how the gather the knowledge and the skills needed in a specific project, and know when to involve experts.

Assessment

Oral:
- Oral, audiovisual and/or physical presentation of the students work(s) in interface design. This can be at the same time part of the student's semester project or thesis project, if it involves significant elements of Interface Design (to be decided by the teacher if Interface Design)
- Critical discussion of the students work(s) in interface design
- Documentation (a template will be provided) at latest two week before the end of the semester

Assessment language: English, Deutsch

Evaluation criteria and criteria for awarding marks
- Originality, coherence and aesthetic qualities of the design work(s), in relation their context and the aims of the project; in particular related to the use of methods and tools of Interface Design
- Continuous development of the practice throughout the semester
- Ability to critically reflect the own work(s)
- Effectiveness in communicating the own work(s)

Required readings
Please download and install TouchDesigner (free for non-commerical use)
https://www.derivative.ca/099/Downloads/Default.asp

And work yourself through the Getting Started tutorials, that will help us to gain quicker results during the workshop ...

*The **Getting Started Tips** will help you install TouchDesigner 088 and get it keyed and running.*

*Go through **First Things to Know about TouchDesigner** to get an introductory overview.*

*Follow along **Best of the Best Workshop** videos and Matt Ragan's **2-day Intro to TouchDesigner** workshop.*

Supplementary readings
Please insert supplementary readings if suggested