

[Group A it](#) & [Group B dt](#)

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 “Projects”

Course title	Commoning?! Area: Projects 1 – Design 1
Course code	96000
Scientific sector	ICAR/13 – Disegno industriale
Degree	Master in Eco-Social Design (LM-12)
Semester	I
Year	1st and 2nd
Credits	12
Modular	No
Lecturer Group A	Karl Emilio Pircher office F4.02, e-mail karl.pircher@unibz.it, tel. +39 0471 015329 Webpage https://next.unibz.it/en/faculties/design-art/academic-staff/person/37175-karl-pircher
Lecturer Group B	Christian Krois office F4.06.a, e-mail kris.krois@unibz.it, tel. +39 0471 015224, designdisaster.unibz.it https://next.unibz.it/en/faculties/design-art/academic-staff/person/893-christian-krois
Scientific sector of the lecturer	Prof. Pircher: ICAR/13 Prof. Krois: ICAR/13
Teaching language	Group A: Italian Group B: German
Total lecturing hours	90

Total hours of self-study and/or other individual educational activities	about 210
Attendance	not compulsory but recommended
Prerequisites	-
Course page	to be communicated later

Course description

Project description group A (Prof. Pircher) & Project description group B (Prof. Krois):

The students work on projects inspired by the annual theme “Commoning?!” Commons are things/resources/projects that are managed by groups of people, who are not owners, but rather co-responsible and equal users and/or creators. An example for a traditional common are communal meadows (to graze cows, etc), a modern one is Wikipedia (and many other peer-to-peer and open source initiatives). The verb commoning emphasises that commons have to be created, designed, maintained, defended and/or reclaimed. Commoning is gaining traction as an alternative mode of practicing economies and cultures. More and more designers are engaging in commoning.

While from semester 2 on students define their projects autonomously, semester 1 provides sets of partners, topics and roughly defined aims to make it easier for the freshly arrived students get into the experience of collaborating productively on complex projects.

Partners and their topics:

- a) co-working and co-housing for young people in Bolzano. The project will be realized from 2020 on by the Province of Bozen–Bolzano. They asked us to design all kind of things that help to enable and communicate cooperative ways of working and living. This can include furniture and spatial setups, visualisations and imaginary scenarios, processes and rituals, audiovisual and interactive media, a visual identity and storytelling.
- b) Silke Helfrich – commons researchers and activist. She is working on a new book and on a pattern language of commons. She is convinced that both needs to be tackled not only through text, but also by visual and tangible languages. This is part of the course in Information Design. Individual students can decide to focus their project work on this, too.

Both partners and topics cross-fertilize, overlap and can be combined, coming together in the integrated exhibition at the end of semester 1.

We will work in explorative and experimental ways, quickly developing rough mockups, models, sketches, visualizations and prototypes, for making ideas visible and tangible early on, to be able to discuss and test them. And to go ahead in further interactions.

The project is supported by the course in Design Research, course code 96032 which accompanies the development of projects in a lively interplay, in semester 1, and continues in semester 2.

Educational objectives

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

Group A (Prof. Pircher) and Group B (Prof. Krois)

Students will be able to:

- create and develop in an integrated way products, services and/or cross-media communication, moreover (at least partially) implement the project and be able to coordinate it;
- 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;
- adopt and invent project methods that comply with the requirements and with the needs of the project and its stakeholders;
- work with interdisciplinary, international and multidisciplinary teams;
- organize and manage creative processes;
- organize, manage and motivate a team;
- 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);
- design products, services, web platforms or other interactive applications, communication campaigns, visualization of information and/or other types of visual communication and multimedia in an integrated way;
- design by taking into account the needs and desires of a given territory, of a situation/set of circumstances, of a specific group of people, thanks to the ability of observing, listening, interacting and mediating amongst various stakeholders involved in the project;
- 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;
- take into account the sustainability requirements of a product, a service, an application or an interactive system; integrate the sustainability requirements in the project and in one's own design;
- organize a research project while identifying relevant studies and researches, experts to collaborate with, methods and instruments to adopt;
- work with others in interdisciplinary, international and multidisciplinary teams;
- 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);
- convince others of one's own concept, ideas and projects through presentations;
- integrate knowledge techniques and production systems, the knowledge of materials, of their processing and of the related sustainability requirements in the design process;
- set up participatory and decision making processes which will contribute to the project development and the design, as well as to designing instruments and devices which will facilitate participation and decision making (in collaboration with experts);

List of topics covered

Shared part:

Project description group A (Prof. Pircher) & Project description group B (Prof. Krois):

Design and Communication for Eco-Social Transformations

Specific part (Object–Space–Services)

Project description group A (Prof. Pircher):

Product-, Event- and Exhibition Design

Specific part (Communication–Interaction–Services)

Project description group B (Prof. Krois):

Visual Communication, Strategic Design and Communication, Media Tactics

Teaching format

Project group A (Prof. Pircher) & Project group B (Prof. Krois):

Project-work with a balanced mix of lectures, exercises, labs, workshops, presentations and reviews (individually and in groups);

Additionally: at least one excursion; interventions by external experts.

Learning outcomes

Group A (Prof. Pircher) & Group B (Prof. Krois)

Knowledge and understanding

- understand the potential and restrictions of given settings, the connected issues and actors / stakeholders, considering available capacities, recourses, instruments and technologies
- understand the requirements of a project, including all the above mentioned

Applying knowledge and understanding

- be able to co-create original ideas for effective projects, aiming at desirable and viable Eco-Social transitions
- be able to develop effective projects in given situations (see above) with the above mentioned aims
- setup and organize a project according to its requirements
- be able to design and build mockups, functional models and/or other artifacts, which make the project tangible and testable

Making judgments

- be able to critically asses potentials and restrictions of given situations and settings (see above), and estimate strength, challenges, risks and prospects
- be able to review projects critically, to understand what is working, what could be improved (and how)

Communication skills

- be able to present and discuss the own project successfully (in diverse setting, using divers media and modes)
- be able to communicate and collaborate with partners, stakeholders and potential users or audiences

Learning skills

- be able to learn quickly the knowledge and skills necessary for the own project
- understand own capacities and limitations, and understand, where, when and how to involve other experts / partners, for certain competences, roles and tasks

Group A (Prof. Pircher)

Knowledge and understanding

- understand basic methods and strategies of product design, the design of objects and spaces

Group B (Prof. Krois)

Knowledge and understanding

- understand basic methods and tactics of media communication, of brand design and of visual communication

Assessment

Throughout the semester the works-in-progress are critically and constructively discussed.

At the end of the semester students present, discuss and exhibit their works of the whole semester.

All presentations include the demonstration of mock-ups, functional models, documentation of interventions or events, and/or other designed artefacts. For the presentation students are asked to use media and speech in convincing and attractive ways, that motivate understanding and interest among the audience of the presentation. The presentation has to be done in a way that would also work for external partners and stakeholders.

Additionally, a documentation has to be submitted, which communicates in concise and attractive ways the project to interested audiences (fellow designers and practitioners, partners and stakeholders of the project, potential audiences, participants, users and/or consumers of the project, etc.). The format of the documentation will be defined and communicated two weeks before the end of the semester at latest.

Assessment language: the same as the teaching language or English

Evaluation criteria and criteria for awarding marks

Group A (Prof. Pircher) & Group B (Prof. Krois)

1. **Eco-Social agency**
Impacts and potentials for positive eco-social change
2. **Qualities the of designed artefacts**
Aesthetic and technical qualities, and in how far these qualities foster the eco-social agency. How they build up on the state of the art in your chosen (design) disciplines. Boldness and vigour of experimentation and design exploration.
3. **Conceptual framing, reflection and future perspectives**
A written 'state of art' setting out the terrain of your project and your starting position. Critical analysis, synthesis, reflection and evaluation. Understanding of iterative development and future perspectives.

4. **Relations, processes and organization**

Understanding and managing relations and processes with the project team, collaborators, partners, stakeholders and other actors. Project management.

5. **Storytelling**

Effectiveness and potential in communicating the project to relevant publics. Quality and effectiveness of presentation techniques and narrative. How well the story attracts attention, convinces and touches audiences. Defense of your proposition and your response to critics.

All works have to tackle all 5 qualities. Particular weight is given to the interplay between *eco-social agency* (1), the *qualities of the of designed artefacts* (2) and *Conceptual framing, reflection and future perspectives* (3).

Required readings

Group A (Prof. Pircher) & Group B (Prof. Krois)

[Elinor Ostrom's 8 Principles for Managing A Commons](#) (short web article)

[On the Commons: A Public Interview with Massimo De Angelis and Stavros Stavrides](#) (web page)

Bauwens, Michel, “Are there alternatives beyond the market?”, in Fuad-Luke, A., Hirscher, A-L. and Moebus, K. eds. *Agents of Alternatives: Re-designing Our Realities*, 2015, Berlin: AoA, pp. 159-171
downloadable here, https://issuu.com/agentsofalternatives/docs/aoa_online_free_pdf

Bollier, David, “The Commons as a different way of seeing and being,” in in Fuad-Luke, A., Hirscher, A-L., and Moebus, K. eds. *Agents of Alternatives: Re-designing Our Realities*, 2015, Berlin: AoA, pp. 142-157.
downloadable here, https://issuu.com/agentsofalternatives/docs/aoa_online_free_pdf

Müller, Christa, Andrea Baier, Tom Hansing (Ed.) [Die Welt reparieren. Open Source und Selbermachen als postkapitalistische Praxis](#) (visions, reflections and cases; Open Access to PDF)

Supplementary readings

Bollier, David. [Think Like a Commoner](#). (book)
7/16

[David Bollier. news and perspectives on the commons](#) (web site)

Cacciari, Paolo. [101 piccole rivoluzioni. Storie di economia solidale e buone pratiche dal basso.](#)

Cacciari, Paolo. [Viaggio nell'Italia dei beni comuni](#)

Gruendl, Harald, Ulrike Haele, Marco Kellhammer, Christina Nägele (IDRV):

EN: [Tools for the Design Revolution. A handbook for sustainable design strategies](#) by IDRV – Institute of Design Research Vienna (book with hands on tools and cases)

DE: [Werkzeuge für die Designrevolution. Ein Handbuch für zukunftsfähige Designstrategien](#) vom IDRV – Institute of Design Research Vienna

Heeswijk, Jeanne van. 2016. Preparing for the Not-Yet, pp43-53, in Pais, Ana Paula and Carolyn. F. Strauss (eds.) *Slow Reader. A Resource for Design Thinking and Practice*. Amsterdam: Slow Research Lab and Valiz.

Helfrich, Silke and David Bollier, [The Wealth of the Commons](#). (book)

Almost the same in German: Helfrich, Silke. [Commons. Für eine neue Politik jenseits von Markt und Staat](#), (book; Open Access to PDF)

Helfrich, Silke & David Bollier (Hg.): [Die Welt der Commons. Muster gemeinsamen Handelns](#) (book; Open Access to PDF)

Müller, Christa, Andrea Baier, Karin Werner

[Stadt der Commonisten. Neue urbane Räume des Do it yourself](#) (like a dictionary with all kind of things connected to commoning; Open Access to PDF)

Neustart Schweiz. Nach Hause kommen – Nachbarschaften als Commons ([Web Site](#) | [Book](#))

Pfeffer, Florian. [To Do: Die neue Rolle der Gestaltung in einer veränderten Welt](#) (book)

Schwartz, Michiel, Diana Krabbendam. [Sustainist design guide : how sharing, localism, connectedness and proportionality are creating a new agenda for social design](#) (the cases presented in book are online)

Seravalli, Anna. 2014. While Waiting for the Third Industrial Revolution: Attempts at Commoning Production, pp99-130, in Ehn, Pelle., elisabet M. Nilsson, and Richard Topgaard (eds.), *Making*

Futures. Marginal Notes on Innovation, Design, and Democracy. Cambridge, MA/London, England:
The MIT Press.

SYLLABUS

descrizione del corso

Il corso fa parte dell'area di apprendimento dei corsi "caratterizzante" (obbligatorio) del corso di laurea magistrale in Design eco-sociale (LM-12). Si tratta di un corso obbligatorio nell'area "progetti".

Titolo del corso	Comming?! Area: Progetto 1 – Design 1 (Gruppo A, Prof. Pircher)
Codice del corso	96000
Settore scientifico	ICAR/13 – Disegno industriale
Corso di studio	Master in Eco-Social Design (LM-12)
Semestre	I
Anno	I
Crediti formativi	12
Modulare	No
Docente	Karl Emilio Pircher office F4.02, e-mail karl.pircher@unibz.it, tel. +39 0471 015329 Webpage https://next.unibz.it/en/faculties/design-art/academic-staff/person/37175-karl-pircher
Settore scientifico del docente	ICAR 13
Lingua ufficiale del corso	Italiano
Collaboratore didattico (se previsto)	-
Orario di ricevimento	-
Numero totale di ore di lezione	90
Numero totale di ore di studio individuale o di altre attività didattiche individuali	circa 210

Frequenza	raccomandata
Prerequisiti	-
Sito web del corso	

Descrizione del progetto

Italian version is coming soon. I the meanwhile see english version.

Obiettivi formativi

Gli studenti saranno in grado di:

- ideare e sviluppare in modo integrato il design di prodotti, servizi e/o comunicazioni cross-mediali, nonché allestirne (almeno in parte) il progetto esecutivo e/o coordinarlo;
- collaborare con esperti e con altri designer per sviluppare e realizzare un progetto integrato;
- realizzare prototipi e/o progetti concreti;
- proporre e sviluppare progetti che contribuiscano allo sviluppo locale tenendo conto del contest globale, sviluppando così il progetto a partire da una vision “glocale” che, cioè, “si concentra contemporaneamente sulla dimensione globale o planetaria e su quella locale” (dal Dizionario Treccani);
- tener conto dell'impatto ambientale, sociale ed economico all'interno della tensione che si pone tra dimensione locale e dimensione globale;
- integrare gli aspetti socio-economici e i requisiti di sostenibilità nella progettazione tenendo conto della tensione che si pone tra dimensione locale e dimensione globale;
- adottare e inventare metodi progettuali adeguati ai requisiti e alle esigenze del progetto e dei suoi portatori di interesse;
- collaborare all'interno di team di lavoro interdisciplinari, internazionali, multiculturali;
- organizzare e gestire processi creativi;
- organizzare, gestire e motivare un team;
- elaborare una propria riflessione che permetta di sviluppare giudizi critici e autocritici;
- bilanciare ispirazione e sistematicità;
- bilanciare modalità di lavoro più intuitive con modalità di lavoro più analitiche;
- bilanciare l'aspetto emozionale e quello funzionale del design e della comunicazione;
- comunicare in modo convincente in più lingue e attraverso più modalità (scritte, orali, visive);
- progettare in modo integrato prodotti, servizi, piattaforme web o altre applicazioni interattive, campagne di comunicazione, visualizzazioni di informazione e/o altri lavori di comunicazione visiva e multimediale;

- progettare tenendo conto di esigenze e desideri di un dato territorio, di una data situazione o di un dato gruppo, grazie all'osservazione, ascolto e dialogo nonché alla capacità di mediare tra i vari portatori di interesse coinvolti dal progetto;
- confrontarsi con esperti riguardo al progetto;
- comprendere la letteratura di settore riguardo ai temi del proprio progetto e integrarne i risultati nella progettazione;
- tener conto dei requisiti di sostenibilità per un prodotto, un servizio o un'applicazione o un sistema interattivo; integrare i requisiti di sostenibilità nel progetto e nel lavoro progettuale;
- impostare una ricerca progettuale individuando studi e ricerche di cui tener conto, esperti con cui collaborare, metodi e strumenti da adottare;
- lavorare con altri in team interdisciplinari, internazionali e multidisciplinary teams;
- organizzare e gestire processi creativi e adottare nel corso di essi metodi appropriati al loro sviluppo (ad esempio dagli ambiti del Participatory Design, dello user-centered design, dell'action research, della large group facilitation, del project management);
- convincere attraverso la presentazione di propri concetti, idee, progetti;
- integrare nel processo progettuale le conoscenze relative alle tecniche e ai sistemi di produzione, ai materiali e al loro processamento, nonché i requisiti di sostenibilità ad essi connessi;
- impostare processi partecipativi e decisionali che possano contribuire alla progettazione, così come progettare strumenti e dispositivi che facilitino la partecipazione e la decisione (in collaborazione con esperti);

Lista degli argomenti trattati

Design e comunicazione per ecologia, sostenibilità e trasformazioni sociali

Attività didattiche previste

Lavoro progetto con un mix equilibrato di lezioni frontali, esercitazioni, laboratori, workshop, presentazioni e recensioni (individualmente e in gruppo)

Risultati di apprendimento attesi

Conoscenza e comprensione

- comprendere le potenzialità e le limitazioni di date impostazioni, i problemi e gli attori connessi / parti interessate, considerando capacità disponibili, strumenti e tecnologie
- comprendere le esigenze di un progetto, compresi tutti i suddetti

Capacità di applicare conoscenza e comprensione

- essere in grado di co-creare idee originali per i progetti efficaci, che mira a transizioni desiderabili e sostenibili
- essere in grado di sviluppare progetti efficaci in determinate situazioni (oltrepassare) con i suddetti scopi
- messa a punto e organizzare un progetto in base alle sue esigenze
- essere in grado di progettare e realizzare prototipi, modelli funzionali e / o di altri manufatti, che rendono il progetto tangibile e verificabile

Autonomia di giudizio

- essere in grado di riconoscere le limitazioni di determinate situazioni e delle impostazioni e la forza stima, le sfide, i rischi e le prospettive
- essere in grado di rivedere i progetti in modo critico, per capire ciò che funziona, ciò che potrebbe essere migliorata (e come)

Abilità comunicative

- essere in grado di presentare e discutere il proprio progetto con successo (in ambiente eterogeneo, utilizzando diversi mezzi)
- essere in grado di comunicare e collaborare con i partner, le parti interessate e con potenziali utenti

Capacità di apprendimento

- essere in grado di imparare rapidamente le conoscenze e le competenze necessarie per il proprio progetto
- comprendere proprie capacità e limiti, e capire, dove, quando e come coinvolgere altri esperti / partner, per alcune competenze, ruoli e compiti

Metodo d'esame

Ognuno dei workshop (vedi descrizione) finisce con una presentazione, dove gli studenti presenti criticamente discutono il loro lavoro.

Al termine del semestre gli studenti presenti, espongono e presentano le proprie opere dell'intero semestre.

Tutte le presentazioni sono con mock-up, modelli funzionali, la documentazione degli interventi o eventi, e / o altri manufatti progettati. Per la presentazione gli studenti sono invitati a utilizzare i media e il discorso in modo convincente e attraente, che motivano la comprensione e l'interesse tra il pubblico. La presentazione deve essere fatto in modo tale da funzionare anche per i partner esterni.

Inoltre una documentazione deve essere presentata in modo conciso e attraente a un pubblico interessato (collegi progettisti e professionisti, i partner, i potenziali "utenti" e "gruppo target" del progetto, etc.). Il formato della documentazione sarà definito e comunicato due settimane prima della fine del semestre al più tardi.

Lingua dell'esame: Italiano

Criteri di misurazione e criteri di attribuzione del voto

Italian version is coming soon. I the meanwhile see english version.

Bibliografia fondamentale

Si prega di inserire eventuale lista oppure specificare se per gli studenti è reperibile nella riserve collection: <http://pro.unibz.it/rc/>

Italian version is coming soon. I the meanwhile see english version.

Bibliografia consigliata

Italian version is coming soon. I the meanwhile see english version.

Max Borka / FORM FOLLOWS FOCO – 100 SNAPSHOTS OF GUERILLA SURVIVAL PROPS

SYLLABUS

Beschreibung der Lehrveranstaltung

Die Lehrveranstaltung zählt zum Bildungsbereich der kennzeichnenden Fächer und ist Teil des Masters in Ökosozialem Design (LM-12). Die Lehrveranstaltung ist Pflichtfach im „Projektenbereich“.

Titel der Veranstaltung	Comming?! Area: Projekt 1 – Design 1 (Gruppe B, Prof. Krois)
Code der Lehrveranstaltung	96000
Wissenschaftlich-disziplinärer Bereich der Lehrveranstaltung	ICAR/13 – Industriedesign
Studiengang	Master in Ökosozialem Design (LM-12)

Semester	1.
Studienjahr	1.
Kreditpunkte	12
Modular	Nein
Dozent	Christian Krois office F4.06.a, e-mail kris.krois@unibz.it, tel. +39 0471 015224, designdisaster.unibz.it https://next.unibz.it/en/faculties/design-art/academic-staff/person/893-christian-krois
Wissenschaftlich-disziplinärer Bereich des Dozenten	ICAR 13
Unterrichtssprache	Deutsch
Wissenschaftlicher Mitarbeiter (<i>wenn vorgesehen</i>)	-
Sprechzeiten	-
Gesamtzahl der Vorlesungsstunden	90
Gesamtzahl der Stunden für das Eigenstudium und andere individuelle Bildungstätigkeiten	ca. 210
Anwesenheit	Nicht verpflichtend, aber empfohlen
Voraussetzungen	-
Link zur Veranstaltung	

Für alles: S. ENGLISCHE VERSION