

PhD in Experimental Research Through Design, Art and Technologies

Course title	Interaction and Empathy Design
Course code	95206
Academic Year	2024/25
Credits	2
Total lecturing hours	10
Course description	The course is organised in workshops , with practical activities . It asks different students to work on scenarios with personas , representing people to empathise with and problematic situations for them. Working in heterogeneous teams, students learn how to rapidly analyse scenarios with personas, extract relevant information, and hence conceptualise prototype solutions for them.
List of topics covered	<ol style="list-style-type: none"> 1. Empathising with Personas and Scenarios: The course presents scenarios with personas, to empathise with. The course shows how to extract relevant information for developing interactive solutions from scenarios. 2. Prototyping Interactions: The course focuses on quickly conceptualising and prototyping interactive solutions. This involves low-fidelity methods, such as storyboards, and middle-fidelity tools for prototyping interactives, such as ProtoPie and physical-computing kits—which will be used will depend on students' skills and preferences. 3. Critically reflecting. Critical reflection lenses are offered and students learn to assess their solution prototypes by considering and blending different perspective, across disciplines.
Lecturer	Prof. Rosella Gennari
Scientific sector	INF/01
Teaching language	English
Assessment	Project work, developed during the course, and its final presentation.
Evaluation criteria	<p>The course is Pass or Fail.</p> <p>The criteria are as follows:</p> <ul style="list-style-type: none"> • Ability to analyse a scenario and persona. • Ability to abstract away what needed, specify, and develop a possible interactive prototype solution. • Ability to present it and critically assess it. • Ability to critically reflect in the development process, by considering diverse viewpoints.
Required readings	Before attending the course, the students must have read the first 6 chapters of "Interaction Design: Beyond Human-Computer Interaction" by Yvonne Rogers, Helen Sharp, Jennifer Preece, Wiley 6th Edition, available as Safari Tech book, via the unibz library.
Supplementary readings	Suggested by the teacher, as per students' requirements and desiderata.