

Designing Object/Experience

Object/Experience

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Interaction Design > 1. Semester

Nummer und Typ	BDE-VIAD-V-1010.02.18H.001 / Moduldurchführung
Modul	Designing Object/Experience
Veranstalter	Departement Design
Leitung	Florian Wille
	MA/MA Dipl. Ing. Verena Ziegler
Zeit	Di 18. September 2018 bis Fr 12. Oktober 2018 / 8:30 - 17 Uhr 15,5 Tage
ECTS	6 Credits
Voraussetzungen	none
Lehrform	seminar, exercises, independent learning, short project
Zielgruppen	Pflichtmodul für Interaction Design, 1. Semester
Lernziele / Kompetenzen	acquire a fundamental understanding of designing physical objects
Inhalte	In "Object/Experience" course, we will explore how the choices of form and material affect our interactions with the physical world. Perceptual approaches to design consider form as something that affords a sensory-motor experience. We combine such approaches with traditional product design methods such as sketching of object's geometrical form. We use simple materials such as paper and foam to explore the potential of the three-dimensional forms. You will learn how to study and to design physical objects so that they trigger a sensory experience you wish to create.
Bibliographie / Literatur	Bürdek, Bernhard E., Design Geschichte, Theorie und Praxis der Produktgestaltung (3., vollständig überarb. und erw. Aufl. edn.; Basel: Birkhäuser - Verlag für Architektur, 2005)
Leistungsnachweis / Testatanforderung	documentation, deliveries, min 80% attendance, presentation
Termine	18.09.2018 - 12.10.2018
Dauer	15,5 Tage
Bewertungsform	Noten von A - F