

Designing Object/Experience

First steps in the study and design of physical objects.

Angebot für

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

Nummer und Typ	BDE-VIAD-V-1010.05.21H.001 / Moduldurchführung
Modul	Designing Object/Experience
Veranstalter	Departement Design
Leitung	Rasa Weber Verena Ziegler
Zeit	Di 21. September 2021 bis Fr 22. Oktober 2021
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 this course, we will explore how the choices of form and material affect our senses and interactions. 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 an object's geometrical form and constructing physical prototypes. We use simple materials such as paper 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.
Bibliographie / Literatur	Norman, Don, The design of everyday things, Boulder: Basic Books, 2013
Leistungsnachweis / Testatanforderung	documentation, deliveries, min 80% attendance, presentation
Termine	21.09.2021- 22.10.2021
Dauer	20 Tage
Bewertungsform	Noten von A - F
Bemerkung	HOMEWORK PREP: • you have a personal connection to it and you tell a short story about it • it should be disposable enough so your parents won't disinherit you if you lose it • it should be geometrically complex and be comprised of different or interesting materials – the weirder the better Also, bring drawing tools you feel comfortable with. We recommend an HB grade pencil and cutting knife, but you can bring additional gear if you want.