

Vak: Future design

credits: 10

Vakcode CMVB20FUDG
Naam Future design
Studiejaar 2022-2023
ECTS credits 10
Taal Engels
Coördinator B.A. van der Meer

Werkvormen Projectonderwijs
Toetsen Future design - Overige toetsing

Leeruitkomsten

You map out the background of trends and the background of the designs and you work on a vision for the domain.

You develop and visualize a concept for your project. The visualization makes it clear how your design works, which principles were used and how (with which rationale) you arrived at this concept.

You prototype an 'experience design'. The experience design makes it clear what a user experiences of your design and/or how it is used. You use a suitable tool and in the convincing implementation there is attention for style and a sense of quality.

You prototype a proof of concept. The proof of concept shows how/that the design works or can work.

You use sources, articles and search for depth during the entire process. That becomes clear in the iterations you go through. For example, you create an argument map. And uses insights from the deconstruction method. You organize your process and iterate.

Inhoud

At Future Design, you are challenged to create designs that reflect how future users will use technology to solve future problems. You do this within a self-defined problem context, of which you substantiate the relevance yourself.

Assignment

You create a design that elaborates on how future users can use future techniques to solve future problems. During the assignment, in a pair you deliver two artifacts, both of which are presented during an event or demo.

The first artifact is an 'experience design': a representation of the intended user experience within a clearly defined (future) problem context.

The second artifact is a proof of concept in which part of the experience is worked out, this time not as a prototype but as a working artifact.

A visual report or rather a design document accompanies (at least) two designs. An 'experience design': a representation of the intended experience of the user within a clearly defined (future) problem context. For the imagination, a combination of prototyping tools is preferably used to make the design as rich as possible.

The second artifact is a proof of concept in which part of the experience is worked out, this time not as a prototype but as a working artifact

Opgenomen in opleiding(en)

Communication & Multimedia Design, Major Game Design

School(s)

Instituut voor Communicatie, Media & IT