



National College of Art and Design
A Recognised College of University College Dublin

MODULE DESCRIPTOR

Design Studio (DESPG1-2)

Credits	10	Course	MA Interaction Design
Level (NQAI Framework)	9	Faculty	Design
Stage	1	Module Coordinator	Emma Creighton and Marcus Hanratty
Semester	2	Module Team	Emma Creighton, Marcus Hanratty, Industry Partners and External Stakeholders

The aim of the Design Studio module is to give students experience of a range of interaction design projects relating to the design of interactive products, systems and services with a focus on users, experience and context of use. By engaging in a range of project briefs students will learn fundamental interaction design approaches, methods and tools. Projects will incorporate lectures, seminars, workshops, fieldwork and studio work. Students will work independently and in groups, giving them the opportunity to work in a self-directed and collaborative manner.

The studio projects will give students the opportunity to consider both the theoretical and practical aspects of the discipline in response to a diverse set of project briefs. Students will engage with a combination of faculty, industry and external stakeholders in the development and delivery of their projects. Students will engage in fieldwork connecting with the local community, businesses and organisations in the creation of design propositions and prototypes, which are deployed and evaluated in context. Over the course of the semester students will develop a portfolio of studio work which will be presented at the end of semester.

What will I learn?

On successful completion of this module students will be able to:

- Respond to a project brief
- Work in a self-directed manner and within a team in a problem-oriented, project-oriented and interdisciplinary way
- Work with industry and other stakeholders in the development and delivery of projects
- Demonstrate knowledge in the theory and practice of interaction design
- Demonstrate knowledge of user-centred design and the ability to involve the user in the design process; from ethnographic user studies to evaluation of prototypes and final products
- Conduct, analyse and synthesise both primary and secondary research
- Respond to and incorporate research findings and insights in design projects

- Apply methodologies and techniques in the design, development, prototyping and evaluation of interactive products, interfaces, systems and services
- Demonstrate a comprehensive process for solving complicated, multi-faceted problems of design
- Disseminate and communicate visually and orally at an appropriate professional standard

How will I learn?

	HRS/ Semesters
Seminars/Workshops	12
Tutorials	34
Crits	24
Autonomous Student Learning	130
Total Workload	200

How will I be assessed?

	% of Final Grade	Timing
Portfolio of Studio Work	100	End of Semester 2
Total	100	

What happens if I fail?

Resit Opportunities

End of Semester 2

Remediation

If you fail this module you may repeat, resit, or substitute where permissible

Am I eligible to take this module?

Module Requisites and Incompatibles

Pre-Requisite: None

Required : Successful completion of semester 1 modules (30 credits) or equivalent prior learning

Co-Requisite: None

Incompatibles: n/a

Prior Learning

Requirements: None

Excluded: None

Recommended: Should be prepared to participate fully in all course activities including visits

When and where is this module offered?

Timetabling information is displayed only for guidance purposes, relates only to 2015/16 and is subject to change.

Interaction Design Studio

Semester 2 (January - May)

For further details on the content of your module and teaching arrangements consult your course handout