

## [MDF302] DESIGN PROTOTYPING

### GENERAL INFORMATION

<b>Studies</b>	UNIVERSITY MASTER IN STRATEGIC PRODUCT AND SERVICE DESIGN	<b>Subject</b>	DESIGN METHODOLOGY
<b>Semester</b>	2	<b>Course</b>	1
<b>Character</b>	COMPULSORY	<b>Mention / Field of specialisation</b>	
<b>Plan</b>	2022	<b>Modality</b>	Face-to-face
<b>Credits</b>	4	<b>Hours/week</b>	2.22
		<b>Language</b>	CASTELLANO
		<b>Total hours</b>	40 class hours + 60 non-class hours = <b>100 total hours</b>

### PROFESSORS

LASA ERLE, GANIX

### REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	(No previous knowledge required)

### LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
<b>MDRA18</b> - Evaluate the interaction of the innovative digital product and service solutions in conjunction with users and other stakeholders in the value chain, employing the most appropriate tools and metrics to ensure universal accessibility		x		4
<b>Total:</b>				<b>4</b>

KC: Knowledge or Content / SK: Skills / AB: Abilities

### SECONDARY LEARNING RESULTS

**RMD13** [!] *Evaluar la interacción de las soluciones digitales de productos y servicios innovadores conjuntamente con los usuarios y otros agentes implicados en la cadena de valor, utilizando las herramientas y métricas más apropiadas para asegurar la accesibili*

#### LEARNING ACTIVITIES

	CH	NCH	TH
Computer simulation exercises, individually and/or in teams	24 h.	36 h.	60 h.
Carrying out exercises and solving problems individually and/or in teams	16 h.	24 h.	40 h.

#### EVALUATION SYSTEM

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

W

100%

#### MAKE-UP MECHANISMS

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems

**CH - Class hours:** 40 h.

**NCH - Non-class hours:** 60 h.

**TH - Total hours:** 100 h.

### CONTENTS

1. User research and digital prototyping. 2. Methods for user experience evaluation. 3. Tools for the development of digital prototypes.

### LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources	Bibliography
Subject notes Labs	<a href="http://katalogoa.mondragon.edu/janium-bin/janium_login_opac_re_in k.pl?grupo=ESTRATEGICO12&amp;ejecuta=30&amp;_ST">http://katalogoa.mondragon.edu/janium-bin/janium_login_opac_re_in k.pl?grupo=ESTRATEGICO12&amp;ejecuta=30&amp;_ST</a>