

[MDH302] INTERACTION DESIGN WORKSHOP

GENERAL INFORMATION

Studies	UNIVERSITY MASTER IN STRATEGIC PRODUCT AND SERVICE DESIGN	Subject	PROJECT – DESIGN WORKSHOP
Semester	2	Course	1
Character	COMPULSORY	Mention / Field of specialisation	
Plan	2022	Modality	Face-to-face
Credits	6	Hours/week	3.33
		Language	CASTELLANO
		Total hours	60 class hours + 90 non-class hours = 150 total hours

PROFESSORS

IRIARTE AZPIAZU, ION
MAZMELA ETXABE, MAITANE
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REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
DESIGN METHODOLOGY	(No previous knowledge required)
VISUAL COMMUNICATION	

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
MDRA11 - Work in multidisciplinary teams assuming different roles throughout the design process of a product and service, promoting a shared purpose, trust and team complementarity in the resolution of conflicts.		x	x	1,8
MDRA16 - Solve complex problems related to digital transition, applying the knowledge and skills of the interaction design discipline		x		2,4
MDRB09 - Students should have the ability to communicate their conclusions and the knowledge and rationale behind them in oral, written and visual formats to specialist and non-specialist audiences in a clear and unambiguous manner	x	x		1,8
Total:				6

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

SECONDARY LEARNING RESULTS

RBMD09 [!] *Que los estudiantes sepan comunicar en modo oral, escrito y visual sus conclusiones y los conocimientos y razones últimas que las sustentan propios del ámbito de su especialidad a públicos especializados y no especializados de un modo claro y sin amb*

LEARNING ACTIVITIES

	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	8 h.	12 h.	20 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	10 h.	15 h.	25 h.

EVALUATION SYSTEM

	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	50%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	50%

MAKE-UP MECHANISMS

Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems

CH - Class hours: 18 h.
NCH - Non-class hours: 27 h.
TH - Total hours: 45 h.

RMD11 [!] *Trabajar en equipos multidisciplinares asumiendo distintos roles a lo largo del proceso de diseño de un producto y servicio, fomentado el propósito compartido, la confianza y la complementariedad de los equipos en la resolución de conflictos.*

LEARNING ACTIVITIES	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	18 h.	27 h.	45 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	100%	Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	
CH - Class hours: 18 h. NCH - Non-class hours: 27 h. TH - Total hours: 45 h.			

RMD16 [!] *Resolver problemas complejos vinculados a la transición digital aplicando los conocimientos y habilidades propias de la disciplina del diseño de interacción*

LEARNING ACTIVITIES	CH	NCH	TH
Carrying out/resolving projects/challenges/cases, etc. to provide solutions to problems in interdisciplinary contexts, real and/or simulated, individually and/or in teams	24 h.	36 h.	60 h.
EVALUATION SYSTEM	W	MAKE-UP MECHANISMS	
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	100%	Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	
CH - Class hours: 24 h. NCH - Non-class hours: 36 h. TH - Total hours: 60 h.			

CONTENTS

Challenge 1: design research

Challenge 2: service design

Challenge 3: UX/UI design

Challenge 3: participatory design

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources	Bibliography
Presentations by external Lecturers Moodle Platform Labs	http://katalogoa.mondragon.edu/janium-bin/janium_login_opac_re_in_k.pl?grupo=ESTRATEGICO12&ejecuta=35&_ST