

[MDH302] TRENDS DESIGN II

GENERAL INFORMATION

Studies	UNIVERSITY MASTER IN STRATEGIC PRODUCT AND SERVICE DESIGN	Subject	INNOVATION IN INDUSTRIAL DESIGN
Semester	2	Course	1
Character	OPTIONAL	Mention / Field of specialisation	
Plan	2022	Modality	Face-to-face
Credits	5	Hours/week	2.78
		Language	CASTELLANO
		Total hours	50 class hours + 75 non-class hours = 125 total hours

PROFESSORS

LASA ERLE, GANIX

REQUIRED PREVIOUS KNOWLEDGE

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

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
MDRA15 - Using new digital and immersive technologies to build virtual future scenarios for the design of innovative products and services		x		5

Total: 5

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

SECONDARY LEARNING RESULTS

RMD15 [!] *Utilizar las nuevas tecnologías digitales e inmersivas para construir escenarios virtuales de futuro relativos al diseño de productos y servicios innovadores*

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	10 h.	15 h.	25 h.
Personal study and flexible development of concepts and subjects using active dynamics, to foster more meaningful learning	15 h.	25 h.	40 h.
Seminars, debates and/or workshops to deepen and/or share experiences.	25 h.	35 h.	60 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 of solving exercises, case studies, computer practices, simulation practices and laboratory practices

CH - Class hours: 50 h.

NCH - Non-class hours: 75 h.

TH - Total hours: 125 h.

CONTENTS

1. Introduction to XR2. Metaverse3. Artificial Intelligence4. VR5. Virtual communities6. Experimentation

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources

Bibliography

Subject notes

Technical articles

Topic related web quires

Lab practical training

Hillmann, C. (2021). UX for XR: User Experience Design and Strategies for Immersive Technologies. Apress.