Cross-disciplinary design

Module title: Design methods and collaboration

Semester: 3 **ECTS-point**: 10	**Dates**: 2. september - 11. october 2024

Content:

The module focuses on collaborative design processes and -methods, such as design thinking, as a means to create change in collaboration with other subject-fields.

The students read research-based theories, about design thinking, co-creation and social sustainability and experience practically how you as a team can develop an iterative design process and select and apply methods in different parts of the process.

Through this, the students gain a process- and method-language, which they can later apply in individual design projects and collaborations with others.

The students will be able to consciously use research-based methods from e.g. design thinking, user-centered design and co-creation to produce data about an existing situation, to involve stakeholders, analyze data, identify and formulate relevant design challenges, generate ideas and illustrate design concepts to communicate their results and process. Furthermore, the students gain an understanding and experience of the effect of being able to observe and involve diversity, differences and similarities, and build relations in a creative collaboration as well as insights in own social and design competences.

In their project assignment the students experiment with methods in practice and experience how design processes, problems and solutions can unfold in dialogue with the people and the investigated field, and thereby make probable a sustainable solution and result. They experiment with research- and design methods to:

- Investigate an open, complex problem
- Analyze data and formulate challenges
- Idea generate and idea selection

Learning objectives divided into knowledge, skills, and competencies:

Knowledge:

The student should be able to:

- Reflect upon and compare basic research-based theories about design processes and -methods, and how collaborative design processes can contribute to social sustainability.
- Describe and understand how large-scale, general and strategic challenges can relate to, and be handled at a smaller scale, on a concrete level.
- Describe and relate basic theories about the effect of being able to see and involve diversity and build relations in creative collaboration for their own design practice

Skills:

The student should be able to:

- Use research-based methods to produce data on a complex situation, to involve stakeholders and analyze data
- At an intermediate level identify and formulate relevant, design challenges, idea generate and illustrate design concepts, and communicate their results and process.
- Use research-based methods to uncover differences and similarities in a team and build relations.
- At an intermediate level apply audio-visual tools to present a design process and through this communicate 'the red thread', the most important insights and argue for the decisions made.

- Create visual representations, e.g. prototypes
- Reflect on the relation between an identified design problem and the design proposal
- Evaluate the possible consequences of the design proposal
- Communicate process and results
- Uncover differences and similarities for building relationships in a creative team

Teaching methods:

- Lectures
- Short presentations with Q&As
- Exercises in teams
- Individual exercises
- Supervision in teams
- Presentations, feedback and reflections with peer-teams.

Competences

The student should be able to:

- Develop a design process and systematically include design methods to investigate a complex situation, involve stakeholders, identify a relevant design situation and develop and evaluate a related design proposal
- Use design methods to uncover and identify challenges and solutions parallel in relation to a complex problem.
- See, describe and engage own social and design-specific competences and involve the competences that other people bring to the table in a create collaboration.

Requirements for participation: (in case of specific requirements to participation in activities in order to pass the module)

Requirements hand-ins:

At a mid-way evaluation, each team presents, in a Pecha Kucha format, their process, the results, and their reflections on methods, process and collaboration.

In the final part of the project, each team submits a 1-page (A4) project synopsis. Deadline for synopsis upload is Friday 4 October 12:00 in Digital Exam.

	The final hand-in consist of a film of 2–3 minutes duration, describing the team's design process, including their case-assignment, research, insights, challenges, design problem and design concept, as well as the value being created for the stakeholders.
	At the final exam the team's process material is presented, including data-production, mappings, analyses, design problem, idea generation, prototypes, user-tests with stakeholders and the design concept.
Syllabus: 100 pages Defined, academic literature, work references and professional literature on: • Design kompetences • Design methods • Design methodology, including design thinking and social design • Creativity and collaboration in teams • Creativity, motivation and self-management • Prototyping and visualization	**Examination**: Oral examination 30 minutes with 1 page synopsis. **Assessment**: Individual assessment using the 7–point scale **Re-exam**: As ordinary **Censor**: Internal