MD Masters Thesis

An introduction

Morning:

Intro (JV)

A) Presentations students (09h00): Jonas, Basile, Enzo, Levla

B) Focus group (All): From inspiration to guestions and references

C) Assignment 1 (JV): From inspiration to questions

Afternoon:

A) Focus group (All): results of exercices d'observations (faire lien avec les différentes typologies de recherche) B) Synthesis of the session 1

Assignment 1: In the INSPIRATION folder on GitHub, upload (1) a .md file with a list of terms/topics and their definition and 3 potential research questions. (2) at least 10 academic resources (articles, book chapters) about your topics, (3) visuals about what you are interested in

Assignment 2: In the METHOD folder on GitHub. upload a .md file that describes your research question, a motivation to explore it with references to literature / projects as well as the methodology you chose, as well as clarifications about it (number of interviews, questions, places you'll observe, etc.)

A) Presentation Féllicien Goquev : Read and craft a research plan, data analysis

B)) Self study time + individual discussion with JV + Félicien

Afernoon

A) Self study time + individuel discussion with JV + Félicien

B) Assignment 2: Do field research and interviews

All day:

self-study

Morning:

A) Focus group (All): Q/A assignment 1

B) Presentation (JV): How to make interviews: how to formulate questions and analyes answers?

C) Assignement 4: Do field research, analysis and start writing

Afternoon:

A) individual discussion about research plan / interviews + study time (JV)

All day: Self-study

Assignment 4: In the DATA folder on GitHub, upload the new material you produced and collected during the summer break, prepare a 10 minutes presentation with a format that summarises your analysis (poster, artifacts, etc.)

Mid October: Interim presentation

End of October: Interim presentation

End of November:

Interim presentation

Assignment 5: In the OUTPUT folder on GitHub. upload the various iterations of your masters thesis text, as well as the images you want to use.

- Personal
- Practical
- Pleasant
- Prospective

Between 45'000 and 65'500 characters
 (an exception may be considered with the authorization of the tutor)

- Submission deadline : end of November 2025
- Date of the defence : mid-February 2026

Three sessions (before Summer break)

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A. 31.03.25 - 01.04.25 (to observe)
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- B. 28.04.25 30.04.25 (to plan)
- C. 26.05.25 28.05.25 (to make)

Four assignements (before Summer break)



Anthony Dunne, Fiona Raby, Dunne & Raby Robot 4 from the Technological Dreams Series: no 1, Robots project (Model) 2007



Anthony Dunne, Fiona Raby, Dunne & Raby Robot 4 from the Technological Dreams Series: no 1, Robots project (Model) 2007

 Experimentation (art) = not necessarily a clear objective, method which evolve over time and results are evaluated subjectively





Anthony Dunne, Fiona Raby, Dunne & Raby Robot 4 from the Technological Dreams Series: no 1, Robots project (Model) 2007

 Research = clearly defined purpose and method, results can be evaluated with objective criteria



Anthony Dunne, Fiona Raby, Dunne & Raby Robot 4 from the Technological Dreams Series: no 1, Robots project (Model) 2007





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Article PDF Available

Speculative Design: Crafting the Speculation

March 2013 · Digital Creativity 24(1)

DOI:10.1080/14626268.2013.767276

Authors:



James Auger

École Normale Supérieure Paris-Saclay





Citations (680)

References (22)

Figures (24)

Abstract and Figures

The article positions the author's work as speculative design but—like the term design fictions—is open to several interpretations. How is the fictional character of such work conceptualised and produced? What kinds of speculation are involved? The article considers the value of one particular approach and argues that speculative design serves two distinct purposes: first, to enable us to think about the future; second, to critique current practice. Methods are described through case studies, either of the author's own projects or projects completed by graduates of the design interactions course at the Royal College of Art. A key concept is the 'perceptual bridge'-the means by which designs engage their audience. The article argues that a vital factor in the success of a Speculative Design proposal is the careful management of the speculation, specifically what informs the use of technology, aesthetics, behaviour, interaction and function of the designed artefact.









Research needs:

- a research question
- a literature review (try to go beyond what was done by others)
- a method to deal with this research question
- a clear presentation of the results, sources and material produced

Three perspectives

- Research for design, that aims at investigating a situation, an object or a practice prior to changing it with an artifact or service
- Research through design, in which knowledge, ideas and questions emerge from the design practice itself. Also called "practice-based research".
- Research on design, which consists in studying the discipline, the objects and the practice of design. Takes design as an object of study: history of design, sociology of design, etc.

MD Masters Thesis: Research on design

 The Masters Thesis is a research on design project carried out in anticipation of the diploma project. It provides the opportunity to conduct an investigation to consolidate your perspective, deepen your knowledge, which is essential to the construction of your thinking and feed the practical project you will work on afterwards.

MD Masters Thesis: Research on design

RESEARCH: In our context (Media Design masters at HEAD)

• It is the preliminary stage of creation, which serves to establish a perimeter, and to prefigure the possible paths for the practical project, whether it concerns the design of an interactive experience, a product, a service or an object. For this, you will conduct an investigation, generally about a context or a phenomenon, an object or a social practice.

MD Masters Thesis: Research on design

RESEARCH: In our context (Media Design masters at HEAD)

Overall, it aims at establishing one's position in the discipline of design.

 This investigation is based on the approaches of field research coming from ethnography, using interview techniques, direct observation, or analysis of objects etc. This field investigation will produce data that you will have to analyse and discuss in order to write down your thesis.

• The dissertation will present the field material you produced, and of the ways in which this inquiry makes it possible to (1) describe a situation and its stakes, (2) discuss opportunities for design: possibly problems and needs, but also opportunities, new questions, even original theoretical concepts, or more broadly the social, cultural and political implications of the phenomenon you considered.

Presenting your field research obviously involves writing a text, but you should also use your design skills in order to enrich your manuscript with data visualization, photographs, observational sketches, maps, objects rendering observations.

While the dissertation generally corresponds to a printed document, it is
also possible to explore digital and on-line formats (podcast, interactive
narrative, website with interactive features, etc.). Similarly, writing a textual
dissertation can also take singular forms (narrative with a more or less
important visual component, visual essay, commented lexicon, etc.).

 The conclusion of the dissertation should offer a synthesis of the work, but also present three ideas for practical projects to be carried out in the second semester. These intentions should be discussed in the light of the investigation you carried out and the observations and findings presented in the dissertation.

Do not use these Al tools to write all or entire passages of your work (your personal reasoning must remain at the heart of what you produce).

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