ID 6211 Syllabus

**Graduate Studio I,**

**Fall semester, 4 Credits**

**M / F, 1:55 am - 5:25 pm, Graduate Studio & Room 150**

**Instructor Information**

|  |  |  |
| --- | --- | --- |
| Instructor | Email | Office Hours & Location |
| Roger Ball | [roger.ball@coa.gatech.edu](mailto:roger.ball@coa.gatech.edu) | appointment by email, Room156 |

**General Information**

**Description**

This introductory graduate studio introduces students to the MID program philosophy and studio methods. This course approaches design problems from a holistic/strategic level considering; products, services and interactions.

## Pre- &/or Co-Requisites

None

## Course Goals and Learning Outcomes

Students will learn design thinking/creativity, design research methods and designing for the human body. Upon completion of the course students demonstrate knowledge, skill and abilities in the following areas:

* Design thinking/creativity: Develop multiple creative solutions for design assignments.
* Design research: Apply observational research methods. Conduct user interviews.
* Research analysis: Analyze findings to discover actionable design insights.
* Communication: Create short video presentations. Document results in written reports.

**Course Requirements & Grading**

|  |  |  |
| --- | --- | --- |
| Assignment | Date | Weight (Percentage, points, etc) |
| Project 1 | Sep. 22 | 25% |
| Project 2 | Nov 27 | 55% |
| Participation/Contribution | End of Term | 20% |

**Description of Graded Components**

|  |  |  |
| --- | --- | --- |
| **Project 1:**  **Design Thinking/Creativity** | 25 | Evaluation including:   * Creativity – 10 * Research-5 * Presentation – 10 |
| **Project 2:**  **Design Research Methods** | 55 | Evaluation including:   * Creativity – 20 * field research with expert users – 10 * Commercial – 25 |
| **Participation/Contribution** | 20 | Evaluation including:   * Attendance & attention – 10 * Online profile - 10 |
| **Total (%)** | 100 |  |

* Projects will be evaluated on demonstrated understanding and relevance to assignment criteria, clarity of representation, clarity of verbal presentation, and demonstration of commitment.
* Every project could be graded at its due date. Assignments should be turned in by the method specified by the instructor. Late-work is not accepted.
* Participation, in general, means pay fully attention in class. Not allow to do other works during the class hour.

**Grading Scale**

Your final grade will be assigned as a letter grade according to the following scale:

A 90-100%

B 80-89%

C 70-79%

D 60-69%

F 0-59%

**Course Materials**

**Course Text**

# Instructional methods for teaching the course include:

# Lectures, in-class discussions and exercises

# Studio/Workshop Sessions\*, with Individual and Group Projects

# Presentation and project reviews

# Readings

# Field studies

# \*Studio/Workshop Sessions, may include a combination of project production, one-on-one/group tutorials, and desk critiques

# Weekly Learning Activities (total 12 hours):

# Lecture (2 hours)

# Studio/Workshop Sessions (6 hours)

# Offline reading and project work (4 hours)

## Additional Materials/Resources

Design think:

# (book) The Ten Faces of Innovation: IDEO's Strategies for Beating the Devil's Advocate and Driving Creativity Throughout Your Organization

# (book) Design for the Real World: Human Ecology and Social Change

* (book) The Design of Things to Come .,Vogel & Cagan
* (book) The Art of Lateral Thinking. Edward DeBono

User experience:

# (book) Usability Testing Essentials: Ready, Set...Test! 1st Edition

# (book) Observing the User Experience, Second Edition: A Practitioner's Guide to User Research 2nd Edition

# (book) Make It So: Interaction Design Lessons from Science Fiction

## Course Website and Other Classroom Management Tools

Canvas (<http://canvas.gatech.edu/>)/will be the main portal for dissemination of course information.

We will also use professional tools:

* Slack - project management and announcement
* BeHance - portfolio publishing (personal website would be encouraged additionally)
* Pinterest - collecting & archiving images
* LinkedIn - professional networks, reflection article.
* Google Drive - update work in progress and archive semester's work.
* Email - used as a scheduling tool to make appointments or brief question. We teach in the studio not on email

**Course Expectations & Guidelines**

Design is learned through practice and rigor. You are expected to nurture your talent beyond class assignments.

* Motivation is expected in class and meetings as well as demonstration of independence, initiative, and time management.
* This course depends on your active participation and collaboration. The instructor’s role is more as a moderator, coach, and critic than as a supervisor who has to define and monitor every detail.
* Questions not asked are questions not answered. So: ASK! The course is interactive.
* Studio attendance and involvement are mandatory and key to your success in this course. Working in the studio not only gives you feedback from your instructor and your peers, it will also build a professional community of practice. Make the studio space YOUR space and a nice working environment.
* You are expected to maintain a professional standard of presentation in your studios at your desks, such that any faculty or student could stop by at any time and easily understand or engage in the work-in-progress.
* You should contribute to the course schedule. Your instructor is happy to accommodate constructive suggestions for the course, whether it is a field trip, a lecture you might have heard of, a movie you think is worthwhile experiencing with the entire studio (of course design-related), somebody with a specific expertise you want to bring in and have giving a talk, etc.
* Once distributed, the course descriptions and handouts are your responsibility. Additional copies will be available through the T-Square course page in PDF format. (https://t-square.gatech.edu) We recommend building a course folder to stay organized throughout the semester.
* There may be last-minute updates or revisions to certain projects. You will be required to check your email accounts on a daily basis.
* The course material is intended to build up a design library. You are encouraged to file information and contribute to the course at all times.

## Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. For information on Georgia Tech's Academic Honor Code, please visit http://www.catalog.gatech.edu/policies/honor-code/ or <http://www.catalog.gatech.edu/rules/18/>.

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

## Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, contact the Office of Disability Services at (404)894-2563 or <http://disabilityservices.gatech.edu/>, as soon as possible, to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

## Attendance and/or Participation

Attendance is mandatory. Students will be allowed two (2) unexcused absences, notifying the instructor in advance. All other absences will require documentation. Otherwise it will influence Participation Grading. If a student accrues more than four (4) unexcused and undocumented absences, the student will fail the class. Classes will start on time and at the assigned studio place, unless field studies or other are notified by the instructor. Attendance will be taken at the start of class. A “late arrival” will be recorded after attendance is taken within the first 15 minutes of the class, after that time the student is considered absent. Please note: five “late arrivals” will account for one unexcused absence. It is the student’s responsibility to obtain any information in the class due to absences.

See information about the Institute’s absence policy at<http://www.catalog.gatech.edu/rules/4/>.

## Collaboration & Group Work

Grading of individual project based on individual performance.

Grading of team project based on team but every team member should address personal contribution and workload in the final team deliverables.

Participation and contribution would be based on individual performance.

Only the performance of students enrolled in this class would be counted. Any external input from outside resources or contribution from people who are out of this class should be addressed in the final deliverables.

## Extensions, Late Assignments, & Re-Scheduled/Missed Exams

Late-work policies: you should avoid late-work. Grading only depend on the work progress you completed on the due day. You will be uncompleted or failed if it is not completed or not matches the grading criteria above. Unless the exceptions by Georgia Tech (“approved Institute activities”, e.g. field trips and athletic events, http://www.catalog.gatech.edu/rules/4/ for more information).

## Student-Faculty Expectations Agreement

At Georgia Tech we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. See <http://www.catalog.gatech.edu/rules/22/> for an articulation of some basic expectation that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

## Student Use of Mobile Devices in the Classroom

Keep silent and no distraction in the classroom.

## Additional Course Policies

* All work must be original
* No internet images or stock photography allowed
* Social Media boundaries. LinkedIn – Yes Facebook – No
* Work is done in the studio. Keep email communications brief and to the point.
* No pets in studio
* No texting or phone calls during studio. If you have urgent business please step outside.
* No eating in class. Coffee and water encouraged and please clean up

**Resources for Students**

You can use our advanced 3D scanning equipment in Body Scan Lab, by appointment.

There are various places to make the shell, included our Design Shop, Digital Fabrication Lab

& advanced equipment in Invention Studio (<http://inventionstudio.gatech.edu/> ), included EOS Formiga P110 with Polyamide.

**Course Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| Wk | Date | Topic | Reading, Notes, due dates, and more |
|  |  | **Project 1: Design Thinking/Creativity** | 2 person per team, exchange teammate for question |
| 01 | Aug 21, M | Course Introduction & Structure  **Portfolio presentation and course discussion – Roger Ball,** | Set up Behance, LinkedIn, Slack, Pinterest account.  Set up Google Drive for project.  Discuss and agree the rule of using tools |
|  | Aug 25, F | Student Peka Chuka  – 6 minutes/student | <https://en.wikipedia.org/wiki/PechaKucha> |
| 02 | Aug 28, M | Assignment 1 - | Storyboard of use – 6 frames per storyboard  3 concepts |
|  | Sep 1, F | Presentation of Assignment 1  Assignment 2 - | post results to Google Drive folder |
| 03 | Sep 4, M | **Official School Holiday,** Labor Day |  |
|  | Sep 8, F | Presentation of Assignment 2 | Storyboard of use – 6 frames per storyboard  3 concepts |
| 04 | Sep 11, M | Assignment 3 - |  |
|  | Sep 15, F | Presentation of Assignment 3 | Storyboard of use – 6 frames per storyboard  3 concepts |
| 05 | Sep 18, M | Reflection on assignments - class discussion |  |
|  | Sep 22, F | **Launch Project 2 –** |  |
| 06 | Sep 25, M | Tutorials | concept ideas |
|  | Sep 29, F | Tutorials | Present Stakeholder map |
| 07 | Oct 2, M | Interview training *- field study* | Find the users  Photo diary and reporting |
|  | Oct 6, F | Present interim findings  **Analysis of findings** | Analysis exercise  Identify opportunity or not |
| 08 | Oct 9, M | **Fall Student Recess** |  |
|  | Oct 13, F | Fix final design concept - tutorial | User round 2 –revised ideas |
| 09 | Oct 16, M | **Tutorial-** video making for **presentation** | video making |
|  | OCt 20, F | Storyboards tutorial |  |
| 10 | Oct 23, M | Tutorial |  |
|  | Oct 27, F | Tutorial |  |
| 11 | Oct 30, M | Tutorial |  |
|  | Nov 3, F | Tutorial |  |
| 12 | Nov 6, M | Tutorial |  |
|  | Nov 10, F | Tutorial |  |
| 13 | Nov 13, M | Tutorial Assignment: LinkedIn Article |  |
|  | Nov 17, F | Open studio |  |
| 14 | Nov 20, M | Presentation of commercial |  |
|  | Nov 24, F | **Thanksgiving Break** |  |
| 15 | Nov 27, M | **Final Presentation: Roger Ball** |  |
|  | Dec 1, F | **Final Class - Reflection** |  |