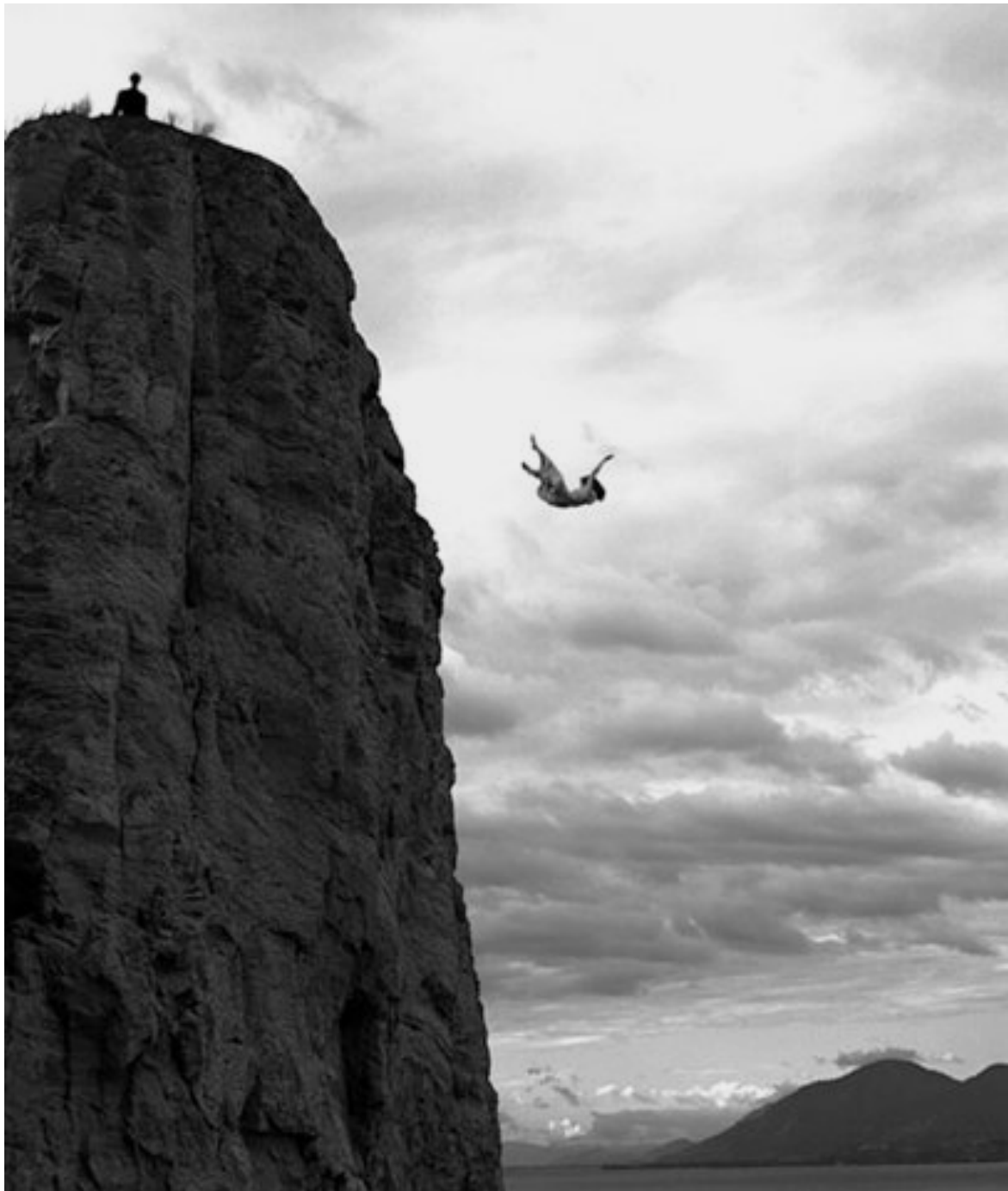


Design Informatics: Histories & Futures

Assignment 1: Individual Project

Course Organiser: Chris Speed DESI11023



Overview

Students are expected to develop personal practical perspectives upon the series of lectures and manufacture a significant piece of coursework that demonstrates these ideas. This, the largest individual piece will constitute 60% of the course. The coursework consists of two parts: a presentation and a 1000 word, illustrated blog post that summarises the work.

Reminder of the Learning Outcomes that will be used to assess the work:

On successful completion of this assignment, the student will be able to:

1. Theory: demonstrate an awareness of theoretical and practical developments that underpin design informatics and extend a personal and critical perspective through the production of written and practice based work.
2. Practice: demonstrate an ability to develop a language and methodology toward the production of design artefacts that integrate aspects of digital systems and are informed by conceptual and cultural concerns.
3. Research: understand a research problem and apply appropriate methods for negotiating it, including an analysis of both literature and design precedents to support a personal enquiry.

Presentation

During week 12 of Semester 1 students should give a 10 minute TED style talk with 3 distinct sections. (Parts 1 and 3 should take no more than 3.5 minutes each. 2 may take longer so long as talk does not exceed 10 minutes in total.)

1) The context of enquiry, this may be articulated as a problem, condition or circumstance that is brought about due to the subject matters that have been discussed through the lecture series: ubiquity, realtime, interaction design, ethnography, new economic models, time based media, aged, time and temporality and non-human.

- State the context of your enquiry as a tweet - 140 characters max
- Max 5 slides to expand and provide examples of the problem
- Can show videos or physical objects if helps communicate the problem

Note: The presentation should finish with a slide that repeats the context as tweet. This will remain on screen during the other parts of the presentation.

2) Research, methodology and process. Tell us about the design opportunity that part 1 offers, who are the other designers working in this context or also working on this problem? Show us how you approached a solution – what methods did you use? What processes did you use to bring your idea into being?

- Slides and videos
- 5 minutes but can be longer if other 2 sections shorter

Note: The presentation should finish with a slide that describes the design opportunity in one sentence. This will remain on screen during the last part of the presentation.

3) The artefact

- Present the solution in any form: could include objects, stories, slides, videos, sound or performance. You should clearly articulate how your solution extends part 1 and 2 into an actual piece of design.

The illustration (Fig 1.) gives an idea of how the presentation will be set up.

You will be given a Powerpoint slide show in which text and images should be inserted. Please make sure that you consult with Chris before presenting – he is there to support you in telling your story to the fellow examiners.

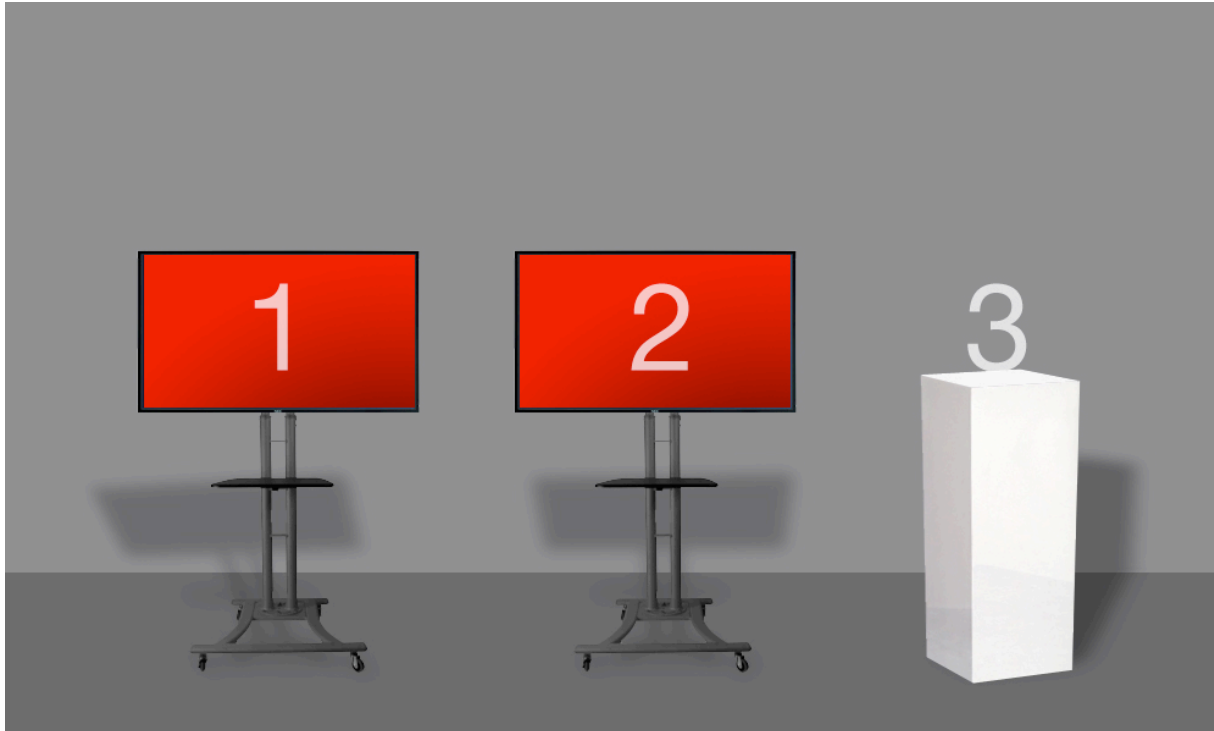


Fig 1. Presentation format

1000 Word blog post / PDF

Following the presentation you should submit a 1000 word PDF (approximate) reflective piece that describes your project and summarises your spoken presentation. You should use the same structure as the presentation and ensure that images and videos support the narrative. Plus you should feature some form of documentation of the final piece – this could be video or photographs taken on the day of the presentation, a URL for the video should be included in the PDF.

You should then submit a copy of the final blog post in PDF form to Learn.

Deadlines

Presentation: Tuesday 5th December All day

Blog post: Friday 8th Midnight