Course Program

Subject code IFI7165	Design for All		
Study load – 4 (ECTS/EAP)	Load of contact: Face-to-face contact hours: 20	Study semester: Fall 2013	Assessment: Exam
Objectives:	To provide the student with a critical understanding of design for all principles and the latest practices with respect to a range of current and novel ICT solutions. To provide the student with a real world understanding of the complex needs of older and disabled people when using ICT and people who use assistive technologies.		
Course Outline	This course comprises six modules: 1. Key principles of universal design 2. National and international level guidelines of best practice, standards and recommendations (as applied) 3. User diversity 4. Knowledge of stakeholders (marketing, software developers, designers, engineers) 5. Research paradigms (e.g. participatory design, inclusive design) 6. Ethical and social issues of design for all		
Learning Outcomes:	By taking this module the student will understand: how Design for All ('DfA') can be applied as an enabler of accessibility and participation in the information society.		
Assessment Methods:	The final quotation is distributed as follows: 1. 40% — design exercises; 2. 20% — test; 3. 40% — essay on the course topic and a short presentation in class		
Teacher(s):	Vladimir Tomberg, PhD		
Subject name in Estonian	Erivajadustega arvestav disain		
Prerequisite subject(s):	-		
Compoulsory Literature	Robert F. Erlandson (2008). Universal and Accessible Design for Products, Services, and Processes. Taylor & Francis Group, LLC		
Replacement Literature	• W. F. E. Preiser, K. H. Smith (2011). Universal Design Handbook. The McGraw-Hill • Newell, A. F. (2011). Design and the Digital Divide: Insights from 40 Years in Computer Support for Older and Disabled People. Morgan & Claypool		

	• P. Langdon, P. John Clarkson, P. Robinson (2010). Designing Inclusive Interactions. Springer-Verlag London
Participation and Exam requirements	This course in delivered partialy online. Online activities are organized in biweekly modules, each focusing on a specific set of topics. Each topic is discussed each second Friday in person, then students should implement an assignment and by neccessary meet with facilitator online.
	Design exercises should be presented in personal blogs for group discussion and following assesment.
	The course test will be conducted online.
	The presentations of essay will be presented at the last in-person meeting.
Independent work	Essay and test will be made by students independently.
Grading criteria scale or the minimal level necessary for passing the subject	Grading criteria:
	A - 90-100% of the work is done - excellent: outstanding work with only few minor errors.
	B - 80-90% of the work is done - very good: above average work but with some minor errors.
	C - 70-80% of the work is done - good: generally good work with a number of notable errors.
	D - 60-70% of the work is done - satisfactory: reasonable work but with significant shortcomings.
	E - 50-60% of the work is done - sufficient: passable performance meeting the minimum criteria.
	F- less than 50% of the work is done - fail: more work is required before the credit can be awarded.
Information about the course	In person meetings will have a place in a room A-303
	31.10.13 16:00 - 20:00 • Key principles of universal design • National and international level guidelines of best practice, standards and recommendations (as applied)
	14.11.13 16:00 - 20:00 • User diversity • Knowledge of stakeholders (marketing, software developers, designers, engineers)

	28:11.13 16:00 - 20:00
	• Research paradigms (e.g. participatory design, inclusive design)
	• Ethical and social issues of design for all
	12:12.13 16:00 - 20:00
	• Presentations of design exercices and discussion