Course programme

Course code IFI7180.DT	COURSE TITLE Prototyping		
ECTS credits: 5 ECTS	Amount of contact lessons: 20	Teaching semester: Autumn	Assessment form: Exam
Course objectives:	The goal of the course is to introduce the technique of prototyping that is exploring and evaluating creative ideas along the design process.		
Brief description of course content: (including the description of the independent work)	The course covers: • the role of prototyping in the design process • the importance of formulating the design questions while prototyping • the types of prototyping: exploration vs evaluation and low vs high fidelity • gathering feedback form others and iterating		
Learning outcomes:	Students will: • be aware of different prototyping possibilities • be able to select adequate prototyping approaches • be aware of different prototype evaluation options • be ready to design, develop and evaluate different kinds of prototypes • be able to evolve their ideas and gather feedback from others		
Assessment Methods:	Active participation in theoretical and practical sessions and a presentation at the end of the course.		
Lecturer(s):	David Lamas, Joanna Rutkowska, Froukje Sleeswijk-Visser		
Course title in Estonian:	Prototüüpide loomine		
Prerequisted course(s):	None		
Compulsory literature:	Bill Buxton. 2007. Sketching User Experiences: Getting the Design Right and the Right Design. Morgan Kaufmann Publishers Inc., San Francisco, CA, USA. Liz Sanders and Pieter Jan Stappers. 2013. Convivial Toolbox: Generative Research for the Front End of Design. BIS Publishers.		
Replacement literature:	Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt, and Bill Buxton. 2011. Sketching User Experiences: The Workbook (1st ed.). Morgan Kaufmann Publishers Inc., San Francisco, CA, USA.		

Participation and exam requirements:	Students are required to attend all workshops and deliver the outcomes of all assignments.
Independent work:	All individual assignments as carried out as independent work.
Grading criteria scale or the minimum level necessary for passing the subject:	Grading criteria: • A, 90-100% • B, 80-90% • C, 70-80% • D, 60-70% • E, 50-60%. • F, less than 50% The number of achieved assignments determines percentages.
Information about the course: (Topics by contact session, deadlines of independent works and exams/assessments times)	see table below

Date and time	Form of study and course content by topic
November 20	Introduction to prototyping - theory and case studies. Lecture and discussion. Choosing project challenges.
November 21	Prototyping for exploration – lecture and practical session
November 22	Prototyping for exploration – developing a prototype and getting feedback. Practical session and reflection
November 23	Prototyping for evaluation– lecture and practical session
November 24	Prototyping for evaluation – developing a prototype and getting feedback. Practical session and reflection.

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Joanna Agatha Rutkowska
Date:	22.08.2017

The course program is registered in the academic unit:

Date:	23.08.2017

Name of academic coordinator:	Kristi Oikimus