Syllabus

Year 2021  Semester Fall  Course Code CI TE203  Class 01
Department Convergence IT Engineering  Credit 3
Title Interaction Design Studio
Places 20 (Course places for VSE: 5)
Schedule Mon, Wed: 15:30 ~ 17:10 (UTC+09)
Teacher Prof. Eunjeong Ma  Department Convergence IT Engineering
E-Mail EUNJ MA@POSTECH AC KR  Homepage
Language English  Tel. 054-279-8874
Office Hours by appointment

Course Objectives

The main objectives of the course is to provide students with more knowledge and insight about:
- Complex societal, legal, ethical, political issues;
- Context and understanding motives for engineering projects and justice;
- Development of engineering throughout history;
- Interaction between innovation and society;
- Multi actor settings in engineering and innovation

Develop and improve the following skills
- Project based collaboration
- Formulating a research question
- Academic writing and presentation skills
- Buildup of a mind map of all parties involved and their conflicting interests

Cultivate global competence composed of the knowledge, ability, and predisposition
- Apply the insights learned from social sciences and humanities to engineering research and design processes.
- Design is a process that gives a rise both to artifacts and to their accompanying social networks, and design processes are collective processes in which humans and nonhumans interact.

Brining the perspectives of science and technology studies into design and design processes
- Design is a process that gives a rise both to artifacts and to their accompanying social networks, and design processes are collective processes in which humans and nonhumans interact.

Applying the insights learned from social sciences and humanities to design processes

Specific Restrictions
N/A

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Grading Criteria
- Attendance (10%) and class (online) participation (20%): 30%
- Mid-term assignment: 30%
  : Speculative city project (individual project)
- Final Team project: 40%
  : Team project

Textbook

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<th>Title</th>
<th>Writer</th>
<th>Publisher</th>
<th>Year</th>
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Reference
- Social Justice and Engineering (Donna Riley), to be uploaded online
- Do Artifacts Have Politics? (Langdon Winner), to be uploaded online
- Justice as Measure of Nongovernmental Organization Success in Postdisaster Community Assistance (Barbara L. Allen), to be uploaded online

* Reading: “Design Thinking for Social Innovation” (Tim Brown and Jocelyn Wyatt)

Course Schedule

Module 1: Engineers, Technology/Engineering, and (Social) justice
- Weeks 1-5: Orientations, Conceptual Frameworks
- We review and examine the interrelationship between engineering projects and society (including human beings, environments, other species), by reading scholarly and popular articles and looking at historical and contemporary examples.
Module 2: Research methods: Design Thinking, Social design, Value-embedded design
- Weeks 6-8: Ethnography, design thinking, and engineering and do (virtual) exercise
- Learn about qualitative research methods such as design thinking and ethnography
- Reading: “Design Thinking for Social Innovation” (Tim Brown and Jocelyn Wyatt)

Module 3: Final Project
- Weeks 9-15: ideate, develop, and prototype

Mode of Teaching
Synchronous/Asynchronous

e etc consideration