

Syllabus & Course Policies

Designing Networked Interactions

Bauhaus-Universität Weimar
Interface Design Group, Media Art & Design
Summer 2021

Time: 13:30-16:45
Classroom: Online
Electronics Lab: Marienstraße 5, Room 102
Credits: 6 ECTS
Course Language: English

Instructor: Brian Larson Clark
Office hours: Online, by appointment
Email: brian.larson.clark@uni-weimar.de
Course Website:
https://www.uni-weimar.de/kunst-und-gestaltung/wiki/IFD:DNI_SoS21

Course Description

This course focuses on topics related to the development of functional prototypes of networked objects. It will focus on relevant theory, literature, and practical concepts for designing, constructing, and programming objects. Moving beyond the interface paradigm of the screen, keyboard, and mouse, this course will ponder alternate models for interaction with (and through) computational devices that afford more subtle and complex relations between a range of human and non-human actors.

Topics include: interface design, networked objects, affordances, post-optimal objects, media ecology, among others. This is a student-driven course and topics will be determined by the interests/needs of the class.

Due to the current crisis, it is assumed that this course will exist entirely online. If access to the University facilities become possible towards the end of the semester, we can move course meetings to the Electronics Lab in Marienstraße 5, if needed.

Required Materials

A laptop connected to the Internet

Required Texts

All required texts will be distributed to the class via links and pdfs.

Disclaimer

This syllabus is subject to revision by the instructor.

Office Hours

Feel free to contact me via e-mail. We can arrange a time where we can discuss the course or your work.

E-Mail

Be sure to check your email account regularly. PDFs, course materials, and course updates may be distributed via email. When sending me an email please always include the course name within the subject line.

Course Website

https://www.uni-weimar.de/kunst-und-gestaltung/wiki/IFD:DNI_SoS21

I have also created a Slack workspace where I will post information about the course, readings, and other useful information. Let me know if you need access to this workspace.

Course Work

Unless otherwise specified, assignments and projects must be complete at the beginning of class the day they are due. Late work will be penalized unless you have a reasonable excuse and make arrangements in advance. If you are having trouble turning in work due to circumstances beyond your control, please let me know.

Evaluation

Grades will be calculated as follows:

30% attendance/participation/performance

30% assignments (weekly reading responses)

40% final project

Attendance

A. Regular attendance is required for the development of proficiency skills.

B. Attendance means attentiveness, cooperation, and active participation in class.

C. Students are responsible for the material covered and the work assigned on the days they were absent

Class Work

A. Students are expected to do their own work on all assignments and course work.

B. Academic dishonesty will result in a failing grade. Examples of academic dishonesty are: copying the work from the internet or a book, having someone else do the work for you, or cheating during an exam or quiz.

C. It is the student's responsibility to bring any questions on the assignments to the attention of the instructor.

D. Assignments will be turned in to the instructor on the designated date.

Course Reading List

This is a list of readings that we might touch upon over the course of the semester:

Brand, Stewart. *Whole Earth Catalog*. Portola Institute, 1969.

Bush, Vannevar (1945). "As We May Think," *Atlantic Monthly* 176 (July 1945) pp. 101-108.

Claire Rowland. Elizabeth Goodman. Martin Charlier. Ann Light. Alfred Lui. *Designing Connected Products*. 2015.

Dant, Tim. "The Driver-Car." *Automobilities Automobilities*, pp. 61-80.

Dunne, Anthony. "The Electronic as Post-Optimal Object." *Design: Critical and Primary Sources*, 2016.

Feyerabend, Paul. *Against Method*. Verso, 1975.

Fuller, Matthew. *Media Ecologies*. MIT Press, 2005.

Gaver, William W. "Technology Affordances."

Gessler, Nicholas. "Skeuomorphs and Cultural Algorithms." *Lecture Notes in Computer Science Evolutionary Programming VII*, 1998, pp. 229-238.

Levy, David M. (2007). "No Time To Think," *Ethics and Information Technology*. pp. 237-249

Norman, Donald A. *The Design of Everyday Things*. The MIT Press, 2013.

Rogers, Yvonne. "Moving on from Weiser's Vision of Calm Computing: Engaging UbiComp Experiences." *Lecture Notes in Computer Science UbiComp 2006: Ubiquitous Computing*, 2006, pp. 404-421.

Seago, Alex, and Anthony Dunne. "New Methodologies in Art and Design Research: The Object as Discourse." *Design Issues*, vol. 15, no. 2, 1999, p. 11.

Weiser, Mark, and John Seely Brown. "The Coming Age of Calm Technology." *Beyond Calculation*, 1997, pp. 75-85.

Wiener, Norbert. *The Human Use of Human Beings: Cybernetics and Society*. 1951.

