
COURSE OUTLINE

DES 337/437/537 - Integrated Media for Health Design

Spring Session 2017, Department of Art & Design.

M-F. 9:00-14:00. Office hours by appointment.

Prerequisites:

DES 337: Prerequisite: Art 134 + Design 135 or ART 136 + DES 138.

DES 437: Prerequisite: DES 393 + DES 394 or DES 337 taught in spring term.

DES 537: Prerequisite: DES 493 + DES 494 or DES 437 taught in spring term.

Instructors:

1st Half - Ben King e: bking@ualberta.ca

2nd Half - Carlos Fiorentino e: carlosf@ualberta.ca

VCD tech: Cindy Couldwell e: cindy.couldwell@ualberta.ca

Website: 37des.wordpress.com

Course Summary: In this course, students will work in a collaborative, interdisciplinary setting to investigate complex needs, explore new technologies, and integrate multiple media to design concepts for products, services, systems and experiences relating to health.

Research is a pivotal element in establishing and understanding design parameters. You will develop and refine your design process through a focus on research methodology, design theory, design issues, ideation, prototyping, and evaluation.

Course Procedures:

This studio course consists of lectures, workshops, projects, and critiques. Lectures are provided to introduce theories related to design issues and techniques. Both two and three-dimensional projects are possible, making up the majority of the course material. Students participate in critiques by visually and verbally communicating their design

ideas. Students are asked to be punctual as most classes begin with a lecture or demonstration. Students must adhere to the posted schedules.

Goals & Objectives

- To improve your understanding of how people use and relate to products, services, systems and experiences within a health context.
- To teach you how to use evidence-based research (Human Centred Design) to justify your design ideas and proposals.
- To help you understand and use research methods within various design processes.
- To refine collaborative idea generation methods (Design Sprints)
- To stimulate your ability to explore design ideas through collaboration and across disciplines.
- To help you develop a sense of critical judgment and the ability to articulate it.
- To provide you with the opportunity to practice your technical design skills such as sketching and prototyping as communication tools.

Project Weights & Grading:

1st Half - **50%** (Project 75% - Process Document 15% - Performance 10%)

2nd Half - **50%** (TBD)

Policy for Late Assignments:

Late assignments/presentations will result in a failing grade.

Please refer to the **VCD Student Information** document for additional information regarding topics such as grading and academic integrity.

Please refer to the **Project Briefs** for specific objectives, timelines and deliverables.