



Course syllabus

Faculty Board of Business, Economics and Design
School of Design

4DI418 Utforskande metoder, 7,5 högskolepoäng
Methods for exploration, 7.5 credits

Main field of study

Design

Subject Group

Design

Level of classification

Second Level

Progression

A1N

Date of Ratification

Approved by the Board of the School of Design 2010-03-12

The course syllabus is valid from autumn semester 2010

Prerequisites

Basic eligibility for second-level studies as well as special eligibility:

- 90 credits within the main field of study of design, business administration, tourism science, human geography, informatics or media and communication science (including an independent project comprising at least 15 credits) or the equivalent
- English B or the equivalent.

Expected learning outcomes

After completing the course the students are expected to have developed basic knowledge of how with the help of different methods for exploration one may acquire knowledge about extant contexts and activities. The aim of this knowledge is partly to facilitate design work but also knowledge in itself.

Knowledge and understanding

The students are to be able to:

- carry out methods of exploration with different approaches in different contexts,
- show the competence to propose a relevant choice of methods in new or unknown contexts, and
- reflect on problematic aspects of validation.

Ability and skills

The students are to be able to:

- demonstrate the ability and skills required for creating knowledge about new and unknown contexts by carrying out methods of exploration,
- demonstrate the ability to create and integrate knowledge on the basis of experience from carrying out explorative methods as well as being able to formulate assessments based on incomplete information, and
- demonstrate their ability to communicate their knowledge both to specialists and to an audience not familiar with the design field.

Ability to judge and value

The students are to be able to:

- critically examine and assess the result of the implementation of methods of exploration,
- critically discuss the result in relation to individuals and society at large, and
- demonstrate an advanced ability to reflect on their own and other people's design work and learning.

Content

During this course the students acquire knowledge and experience of methods for exploring and obtaining first-hand knowledge of situations and artefacts. These methods may be largely categorized into three groups on the basis of their approach: (1) observation, (2) asking questions, and (3) making experiments. These approaches overlap somewhat but constitute a useful division.

The course consists of theoretical starting-points as well as practical field studies. The field studies carried out practically are presented in, for instance, seminars.

Attendance at scheduled items is mandatory.

Type of Instruction

The instruction consists of field studies, workshops, seminars, lectures, exercises and tutoring.

Examination

The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

For the Pass grade the expected learning outcomes have to be achieved.

The examination takes the form of seminar presentations of analyses and reflections on the result of working with different methods and approaches both orally and in writing. The design aspects of the presentation are important.

The assessment is based on the five dimensions in the workbook: production, perception, reflection, work method and complexity.

Re-examinations are offered within six weeks in the framework of regular semester periods. The number of examination sessions is limited to five.

Course Evaluation

Towards the end of the course a course evaluation is conducted. The evaluation result is compiled in a course report, which is kept in the archives of the school administrator and will be discussed in the programme board. The result of the evaluation and any measures taken will be communicated to the course coordinator and be presented to the students on the following course date.

Other

In order to facilitate and visualize the students' own development the workbook method is used as a pedagogical instrument during the course. The method focuses on reflection

in the learning process, which means that the students continuously formulate and carry out their own specialization and progression with the support of the tutor. Five different key aspects are used: production, perception, reflection, work method and complexity.

The students should be prepared to defray the costs of materials, expenses for study trips and related accommodation as well as the cost of travelling between campuses.

Required Reading and Additional Study Material

Required Reading

Czarniawska, Barbara (2007) *Shadowing and other techniques for doing fieldwork in modern societies*. Malmö: Liber.

Krippendorff, Klaus (2006) *The Semantic Turn: A New Foundation for Design*. Boca Raton, FL: Taylor & Francis., pp 221–230.

Compendium with articles, papers and excerpts.

Reference books

Agaard Nielsen, Kurt and Lennart Svensson (eds.) (2006) *Action Research and Interactive Research: Beyond practice and theory*. Maastricht: Shaker Publishing. (Ch8 validation)

Heron, John (1996) *Co-operative inquiry: Research into the human condition*. London: SAGE.

Laurell, Brenda (ed.) (2003) *Design research: Methods and perspectives*. Cambridge, MA: MIT Press.

Suchman, Lucy (2007) *Human Machine Reconfigurations: Plans and situated Actions*, 2nd Edition. New York, NY: Cambridge University Press.

The literature can be subject to change.