

Course Outline – 2008/2009 Academic Year
IAT 431-3: Speculative Design
School of Interactive Arts and Technology

Instructor: Ron Wakkary

Location: SFU Surrey, Room 3310

Prerequisite: Completion of 63 credits.

Course Description:

Provides students with the opportunity to experiment with designing in various non-normative frameworks provided by Cultural Studies, Critical Theory and Phenomenology. Students will examine design's potential for cultural, social and ethical critique of emerging technologies and society. Rather than merely illustrating theoretical positions, this examination involves enacting and embodying differing theoretical positions, thereby rendering criticism productive. Individual design expertise and voice is emphasized.

Course Objectives:

Learning outcomes expected for students include:

- Develop an awareness of current and emerging issues in diverse areas of Interaction Design.
- Experience in analyzing and evaluating the design of human-centered solutions with respect to current and emerging design, social and cultural issues.
- Application of theory to potential design process models for addressing these issues.

Topics:

The thematic investigation will change each year and will focus on topics not typically covered elsewhere in the Interaction Design curriculum including:

- Sustainability
- Design for Developing Nations
- Globalization and Localization

Evaluations:

Weekly Assignments: 40%

Major Project: 40%

Participation: 20%

Texts, Resources & Materials:

Course Pack

Required Text:

"Interface Cultures: Artistic Aspects of Interaction" (2008) by Christa Sommerer, Laurent Mignonneau, Dorothee King; Verlag; ISBN 9783899428841

Note: These outlines are drafts and are subject to change.