<<Last Updated:2023/05/30>>

Course Schedule Information

Course Code	88A075			
Semester	Fall and Winter Term			
Day and Period	Other			
Course Name (Japanese)	共同・参加型デザイン			
Room	Online			
Course Name	Collaborative and Participatory Design			
Capacity	0			
Course Numbering Code	88INES9U105			
Required/Optional	【木曜・6限】 Online/オンライン授業 イステッキ ジハンギル非常勤講師担当科目			
Credits	2.0			
Student Year	1,2,3,4,5,6			
Field				
Instructor	CIHANGIR ISTEK			
Course of Media Class	Applicable (Undergraduate students can include up to 60 credits in media class course as requirements for graduation.)			

[%]About Course of Media Class

Undergraduate students can include up to 60 credits in media class course as requirements for graduation. Even if this is not the case, we may hold classes using the media.

Detailed Syllabus Information

Course Subtitle	Collaborative and Participatory Design				
Language of the Course	English				
Type of Class	Seminar Subject				
Course Objective	Collaborative and Participatory Design is an approach, not a style, focusing on processes a procedures of design in order to attempt to actively involve all stakeholders - actors (e.g. employees, partners, customers, citizens, end users) in the process to help ensure the res meets their needs and is usable. In this course, students will learn the principles and patter that they can adopt to different contexts, different people. Through the theme of this course the purpose is to focus on enabling the meaningful participation of people and the understanding of how we can move from designing for people to "designing with them". The course will be given with two different, but complementary focuses: (1) Thoughts/Inspirations: Concepts and Methods (Online Seminars, Course Assignments), an (2) Practices: Questions-Responses; Student-led Lesson Assignments-Presentations, and Course Project.				
Learning Goals	 What are the foundations for collaborative and participatory design? What mindsets (ways of being and thinking) are necessary while doing collaborative and participatory design? What methods and tools do we need for collaborative and participatory design, and why? 				
Requirement / Prerequisite	-Target students: All faculties except Medicine. 1st and 2nd year undergraduate students a not allowedInterest in design, visualization and design management -Motivation and enthusiasm in critical thinking and human-centered problem solving -Basic online/offline Skills (research, editing, technological etc.)				
Class Plan	Classes to be held on Thursdays 6th period (18:30-20:00 JST) between October and January.				

[&]quot;Course of Media Class" are classes in which more than half of the classes are held in places other than classrooms by making advanced use of various media.

	Tentative Schedule Week 1 Overview to the Course Week 2 Definitions and Principles Week 3 Backgrounds, [Presentation of the Course Project Topics and Proposals] -by student teams Week 4 About the Mindsets, Elevating Lived Experience, Being in the Grey Week 5 Valuing Many Perspectives, Curiosity Week 6 Hospitality, Learning through Doing Week 7 Build the Condition Week 8 Immerse and Align, [Course Project "Midterm Submission"] Week 9 Discover Week 10 Design Week 11 Test and Refine Week 12 Implement and Learn Week 13 Until Next Time Week 14 Student-led Online Lessons and Presentations in Online Session: 1 Week 15 Student-led Online Lessons and Presentations in Online Session: 2 Week 16 [Course Project "Final-Documentation Submission"] -by individual students (*) Independent collaboration with other students and team work might be also required throughout the term.				
Independent Study Outside of Class	(1) In this class, in order to improve learning ability, it is obligatory to submit feedback (fill-in opinions and/or questions about the lecture) after the course project and/or each lecture. (2) Independent collaboration with other students and team work might be also required throughout the term.				
Textbooks					
Reference	 (1) Papanek, V., 1984. Design for the Real World: Human Ecology and Social Change. London: Thames & Hudson. (2) McKercher K. A., 2020. Beyond Sticky Notes: Co-Design for Real: Mindsets, Methods and Movements. Published by Beyond Sticky Notes. (*) More references will be introduced during the course 				
Grading Policy	Active Participation and Entries at Discussion Forums: 18% Weekly Response Slides: 27% Course Project "Midterm Submission": 25% Course Project "Final Submission": 30%				
Attendance and Student Conduct Policy*					
Other Remarks	-This course particularly intends to develop Literacy Skills in Design with other core Skills like communication, expression, and collaboration with other students and teamworkTeaching medium will be mainly in EnglishLectures will be held in both synchronous and asynchronous modes.				
Special Note	If special consideration regarding the taking of this course is necessary due to reasons such as a disability, please consult in advance with the academic affairs related contact point for the department belonged to (such as the school affairs section or graduate school affairs section) or else with Trans-disciplinary Education Division of Purser Department in the Center for Education in Liberal Arts and Sciences. In addition, please inform the teacher responsible for the class at an early stage, such as at the first class.				
Office Hour	Monday-Friday (9:00-18:00). Please email for an appointment.				
Keywords	Social Design, Collaboration, Participation, Change Agents				
Messages to Prospective Students	If you have any questions, please contact the course instructor by email.				
Course conducted by instructors with practical experience					

Instructor(s)

Instructor Name	Name (hiragana)	Affiliation, Title, Course	Office	Extension	E-mail
Cihangir Istek	いすてっき じはんぎる	Center for Global Initiatives			cistek@cgin.osaka- u.ac.jp

Cautions for Students

※出欠席及び受講に関するルール:令和5年度以降のシラバス項目 / *Attendance and Student Conduct Policy: field available from FY2023