

1. Einleitung – Projektvorstellung

Was ist Ihr Research Projekt / Texte?

- Welche Fragestellung/Problem/Thema adressiert es?
- Warum ist dieser Ansatz wichtig / relevant / nützlich?
- Für wen ist dieser Ansatz wichtig / relevant / nützlich?

2. Literaturlauswertung

- Welche kritischen Probleme / Themen gehören zu dem Ansatz?

3. Methodologie

- Begründen Sie, warum Sie diese zwei Texte gewählt haben
- Diskutieren Sie die verschiedenen Methoden die Sie benutzt haben und warum Sie sie benutzt haben

4. Schluss / Fazit:

- Persönliche Meinung

Beispiel Essay:

Aurélie Mossé: "Energy-harvesting & Self-Actuated Textiles for the home: Designing with New Materials & Technologies".

- Essay

Essay, a short literary composition on a single subject

The subject of the essay – your proposed research project and its methodology

1. Introduce you project

What is your research project/texts?

- What question/problem/issue/ does it address?
- Why is this approach important / relevant/useful? (rationale)
- For whom is this approach important / relevant/ useful? (rationale)

2. Literature review

- What are the critical issues/ contexts pertinent to this approach?
- Identify key texts/ examples/arguments and compare the two texts with each other
- What other research has been done in the area?

3. Methodology

- Discuss why you are taking the two texts
- Discuss the different methods being used and why you are using them

4. Conclusion

- Your own opinion

Thema "Three Paradigms of Design"

J. Christopher Jones: "Designing Designing" <http://bit.ly/1SwBGy4>

Steve Harrison, Virginia Tech, Deborah Tatar, Phoebe Sengers: "The Three Paradigms of HCI" <http://bit.ly/1SwBYoT>

Thema "Action vs Knowledge?"

Wolfgang Jonas: "Viable Structures and Generative Tools - an approach towards "designing designing" (1997). <http://bit.ly/1SwBW03>

Peter Ullmark: "Research and Design Practice - An Exploratory Update of Donald Schön" <http://bit.ly/1SwCe7I>

Donald Schön, "The Reflective Practitioner" <http://bit.ly/1SwC8wh>

Thema "Research through design"

Bill Gaver: "What Should We Expect From Research Through Design?" <http://bit.ly/1SwCFyu>

Peter Dalsgaard: "Research In and Through Design - An Interaction Design Research Approach" <http://bit.ly/1SwCAL6>

Thema "Epistemic Action"

Susanne Küchler: "Technological Materiality Beyond the Dualist Paradigm" (up to p. 11) <http://bit.ly/1SwD2ci>

David Kirsh, Paul Maglio, "On Distinguishing Epistemic from Pragmatic Action" (Introduction and p. 14 up to p. 29) <http://bit.ly/1SwCZwW>

Thema "Intentionality"

Paul Dourish, "Being-in-the-World: Embodied Interaction, in Where the Action is", The Foundations of Embodied Interaction (Cambridge, MA: MIT Press, 2001). Kapitel 5 Embodiment und Kapitel 6 Foundations (p. 127 - up to 144)<http://bit.ly/1SwDasb>

Andy Clark: "Supersizing the Mind, Embodiment, Action, and cognitive Extension" 2008, Oxford University Press. Introduction + chapter 3: 3.1 - 3.4 and 3.6, 3.7 <http://bit.ly/1SwDdEk>

Krippendorff, K. 2005. The Semantic Turn: a new foundation for design. Taylor and Francis, Boca Raton, FL. In particular, Chapter Seven, Design methods, research, and a science for design. (p. 207 - 271)<http://bit.ly/1SwDhnM>

Thema "embodiment and experience"

Alva Noe: "out of our heads" (p. 59 "Action in perception" up to p. 65)<http://bit.ly/1SwDsPU>

Varela, Thompson, Rosch: "The Embodied Mind" (p. 21 "A Non-Western Philosophical Tradition" up to p. 31)
<http://bit.ly/1SwDBCR>

Thema: "Wicked Problems"

Buchanan, R.: "Wicked Problems in Design thinking". In eds. V. Margolin and R. Buchanan, The Idea of Design. MIT Press, Cambridge, Massachusetts. 1996: (p. 3 – 20)<http://bit.ly/1SwDLtU>

Coyne, Richard: "Wicked Problems Revisited". Design Studies. Volume 26, Issue 1. January 2005, pp 5 – 17
<http://bit.ly/1SwDMOG>

Thema "material agency"

Susanne Küchler: "The prototype in 20th-century art" <http://bit.ly/1SwDYNR>

Tim Ingold: "Bringing Things to life: Creative Entanglements in a World of Materials" <http://bit.ly/1SwDZBp>

Lambros Malafouris: "At the Potter's Wheel: An Argument for Material Agency" <http://bit.ly/1SwE1ZY>

Literatur zur Einführung / Vorbereitung auf die Theorievorlesungen (zur Einstimmung) und Weiterführung des behandelten Themenraums:

Film: "Objectified", directed by Gary Hustwit, Plexi Productions, 2009.

Film: BBC Horizon: "Seeing is believing", Link: BBC Horizon, Is Seeing Believing, <http://www.youtube.com/watch?v=o3g66FRUYww>

Anthony Dunne, Hertzian Tales: "Electronic Products, Aesthetic Experience and Critical Design" (London: RCA Computer Related Design Research, 1999) <http://bit.ly/1SwEhbf>

Anthony Dunne and Fiona Raby, Design Noir: The Secret Life of Electronic Objects (Basel: Birkhäuser, 2001). <http://bit.ly/1SwEj2Y>

Bill Moggridge, ed., Designing Interactions (Cambridge, MA: MIT Press, 2007) <http://bit.ly/1CRuL0C>

Erik Stolterman and J. Löwgren: "Thoughtful Interaction Design: A Design Perspective on Information Technology" (Cambridge, MA: MIT Press, 2004).

The Encyclopedia of Human-Computer Interaction, <http://interaction-design.org/encyclopedia>

Nicholas Carr: "Is Google Making Us Stupid? What the Internet is Doing to Our Brains," The Atlantic, July/August, 2008, <http://www.theatlantic.com/magazine/archive/2008/07/is-google-making-us-stupid/6868/> (accessed September 12, 2011).

Jamais Cascio: "Get Smarter," The Atlantic, July/August, 2009, <http://www.theatlantic.com/magazine/archive/2009/07/get-smarter/7548/> (accessed September 12, 2011).