

LMC 6650: PROJECT STUDIO: CIVIC MEDIA AND PUBLIC DESIGN

Course Instructor: Carl DiSalvo

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Office Hours: tbd

Seminar/Studio: Monday 1-3pm

Location: Public Design Workshop, 317-B TSRB

Prerequisites: None

Core Area: Civic Media

Project Studio Description

This project studio will investigate the making and use of civic media through speculative, participatory, and collaborative approaches to interaction and information design. Subjects will include: collective practices and methods in design, the computational representation of civic data, the design of software and services for the exchange of civic information, and the role of design in contemporary politics.

Each semester this class engages a different domain of civic life and explores how design might contribute to that domain. Past projects have included mapping and visualizing food systems, working with local non-profits to design and implement web services and social media, and designing informal learning experiences to build technological fluency in urban communities.

In the Spring 2014 Project Studio we will partner with the Atlanta Community Food Bank to develop a series of participatory design workshops. These workshops will bring together community members, advocates and activists to co-design new social services and prototype the technologies needed to support those services.

This project studio combines design research and practice. Activities will include reading across the disciplines of design, human-computer interaction, and science and technology studies; the analysis of existing products and services; design ethnography; and the design and production of digital media products and services.

MS Learning Outcomes

Devise, design, create, and assess prototypical digital media artifacts, services, or environments and contextualize them within recognized traditions of practice

Compare, critique, and appraise digital media artifacts, services, and environments using formal terminology

Summarize work orally and in written form using formal terminology

Justify design choices

Formulate and test design hypotheses

PhD Learning Outcomes

Identify and analyze a domain within the field and identify areas for original contribution as well as methods to pursue these contributions

Formulate original interpretations and design original prototypes that reflect an understanding of the humanistic context of digital media

Identify and define a suitable research problem in digital media design and apply appropriate disciplinary or interdisciplinary research methods to address it

Conduct original research

In addition, all students should have a portfolio worthy project that demonstrates your skills in design research and interaction design.

A Few Other Things to Know

This project studio will require you to interact with people outside of class and beyond Georgia Tech. This project studio will also require you to attend meetings, workshops, and events, off-campus, in the evenings and on weekends. For example, you may need to interview farmers, market mangers, community members, or other experts in the field. These activities will occur outside of the normal class time and will require that you use public transportation or arrange for transportation with classmates.

Attendance & Participation

Class attendance and participation is mandatory. Participation in class discussion is imperative because it allows you to explore the readings, projects, and themes collaboratively, and in the process, discover meanings and issues that you probably would not discover on your own. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

In addition, much of this class is based in critiques, which require full participation and cannot be replicated outside of class. Extensive teaching and learning occur through critiques: it is through critiques that you will develop your skills for both making and discussion of the made.

Missing more than 3 classes will result in the loss of 1 letter grade for the course.

Tardiness for more than 4 classes will result in the loss of 1 letter grade for the course.

Grading

If you complete all of the requirements for the assignment reasonably well, you should expect to earn a B. In order to earn an A, you must complete and go “above and beyond” all of the requirements and your work must be exceptional across grading factors.

Required Books

This is Service Design Thinking, Stickdorn & Schneider

Assignments and Their Value

Class Presentations	35 points
Community Session 1	10 points
Community Session 2	10 points
Community Session 3	10 points
Final Service Design	10 points
Final Presentation	10 points
Documentation	10 points
Essay	5 points

Information for Students with Disabilities

Please notify the instructor if you have any disabilities with which you need special assistance or consideration. The campus disability assistance program can be contacted through ADAPTS: <http://www.adapts.gatech.edu>

Honor Code Statement

Students are expected to adhere to the Georgia Tech Honor Code: honor.gatech.edu

COURSE OUTLINE

- January 06** **Activity:** Introduction to the course
Assignment for Next Week
Read: TISDT, pp 28-53, 267-281 & Kimbell, “The Turn To Service Design”
Do: Working in groups, prepare presentations on “What is Service Design?”, include a touchpoint diagram documenting any service
- January 13** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: TISDT, pp 108-145, 235-250 & Fair Food, pp 3-76
Do: Working in groups, choose any 2 tools from TISD and use those tools to research and document a food service
- January 20** **No Class - Holiday**
- January 27** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: PD Handbook, Ch4
Do: Take IRB test;

- February 03** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: PD Handbook, Chs 6 & 7
Do: Working in groups, summarize orientation session with Atlanta Community Food Bank, develop 1-3 diagrams from orientation, post summaries & diagrams to blog, print summaries & diagrams
- February 10** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: TISDT, pp 54-93
Do: Working in groups, iterate diagram from orientation session, develop prototype tool and activity for service co-design,
- February 17** **Activity:** Experiment with tools and activities for service co-design
Assignment for Next Week
Read: Kimbell, "Designing for Service as One Way of Designing Service" (www.ijdesign.org)
Do: Working in groups, iterate prototype tool and activity for service co-design
- February 24** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: None
Do: Working in groups, summarize session with community members, develop 1-3 diagrams from session, post summaries & diagrams to blog, print summaries & diagrams
- March 03** **Activity:** tbd
Assignment for Next Week
Read: tbd
Do: tbd
- March 10** **Activity:** Prepare materials for session with community members
Assignment for Next Week
Read: None
Do: Prepare materials for session with community members
- March 17** **No Class – Spring Break**

- March 24** **Activity:** Prepare for session with community members
Assignment for Next Week
Read: None
Do: Prepare materials for session with community members
- March 31** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: None
Do: Working in groups, summarize session with community members, develop 1-3 diagrams from session, post summaries & diagrams to blog, print summaries & diagrams
- April 07** **Activity:** Group presentations and discussion
Assignment for Next Week
Read: None
Do: Draft final presentation, write individual essay
- April 14** **Activity:** Review and research final presentations
Assignment for Next Week
Read: None
Do: Iterate on final presentation, write individual essay
- April 21** **Activity:** Final Presentations