



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

DIT002 Design Fiction - how to read, create and use it, 4 credits

Designfiktion - att läsa, skapa och använda, 4 högskolepoäng

First Cycle

Confirmation

This course syllabus was confirmed by Department of Computer Science and Engineering on 2020-05-08 to be valid from 2020-05-08, spring semester of 2020.

Field of education: Technology 40% and Design 60%

Department: Department of Computer Science and Engineering

Position in the educational system

The course is a single-subject course at Gothenburg University.

Main field of studies

Interaction Design

Specialization

G1N, First cycle, has only upper-secondary level entry requirements

Entry requirements

General entrance requirements

Learning outcomes

On successful completion of the course the student will be able to:

Knowledge and understanding

- describe and characterize different genres of design fiction
- discuss different positions along a continuum from fiction written for dramatic and artistic purposes, to fiction written for design purposes
- give examples of design fiction in different media formats, and its use

Competence and skills

- write and in other ways produce design fiction with both an artistic and an utilitarian, design-oriented purpose
- analyze and discuss the design fiction created by others
- draw conclusions from design fiction and use them in a design context

Judgement and approach

- discuss when design fiction can be used and when it should not be used

Course content

Different genres of design fiction, and its use in different media such as literature, movies, games and concept art. Methods for writing, analysing and using design fiction. Evaluation methods for analyzing design fiction.

Sub-courses

1. **Report** (*Rapport*), 4 credits
Grading scale: Pass (G) and Fail (U)

Form of teaching

The theoretical content of the course is acquired via literature and recorded lectures, which then is discussed at literature seminars. The participants write and produce several pieces of design fiction themselves, in different media formats, which is then refined collaboratively via peer assessment and literature seminars. A final design fiction text is then submitted as final project result, along with a reflective essay.

Language of instruction: English

Assessment

The grade is based on whether the learning outcomes of the course are demonstrated in the produced design fiction work.

A student who has taken two exams in a course or part of a course without obtaining a pass grade is entitled to the nomination of another examiner. The student needs to contact the department for a new examiner, preferably in writing, and this should be approved by the department unless there are special reasons to the contrary (Chapter 6 Section 22 of the Higher Education Ordinance).

If a student has received a recommendation from the University of Gothenburg for special educational support, where it is compatible with the learning outcomes of the

course and provided that no unreasonable resources are required, the examiner may decide to allow the student to sit an adjusted exam or alternative form of assessment.

In the event that a course has ceased or undergone major changes, students are to be guaranteed at least three examination sessions (including the ordinary examination session) over a period of at least one year, but no more than two years, after the course has ceased/been changed. The same applies to placements and professional placements (VFU), although this is restricted to just one additional examination session.

Grades

The grading scale comprises: Pass (G) and Fail (U).

Course evaluation

The course is evaluated through meetings both during and after the course between teachers and student representatives. Further, an anonymous questionnaire is used to ensure written information. The outcome of the evaluations serves to improve the course by indication which parts could be added, improved, changed or removed.

Additional information

The course is run fully online. The participant is expected to have a computer with microphone and camera (for video meetings).