



**ESOGU Faculty of Art and Design  
Industrial Design Department  
COURSE INFORMATION FORM**

<b>SEMESTER</b>	SPRING
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<b>COURSE CODE</b>	1411xxx	<b>COURSE NAME</b>	Participatory Design
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
6	2	2	0	3	5	COMPULSORY ( ) ELECTIVE (X)	Turkish

**COURSE CATEGORY**

Basic Education	Design	Natural and Applied Science	Social Science	Art
	X	X	X	

**ASSESSMENT CRITERIA**

	Evaluation Type	Quantity	%
<b>MID-TERM</b>	1st Mid-Term	1	40
	2nd Mid-Term		
	Quiz		
	Homework		
	Project		
	Report		
	Others (.....)		
<b>FINAL EXAM</b>		1	60

<b>PREREQUIEITE(S)</b>	-
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<b>COURSE DESCRIPTION</b>	Transition from user-oriented design to participatory design Participatory design frameworks Participatory design project development processes
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<b>COURSE OBJECTIVES</b>	Implementation of the human-oriented design approach, Identifying real life problems with users, who are important actors of expertise, to develop solutions together, Discovering the necessary tools, strategies to involve different stakeholders in the process, Developing process management skills
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<b>ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION</b>	With the projects in this course, they discover the designer's fields of activity outside the market, and the different value systems that design contributes to and learn methods and tools specific to participatory design.
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<b>COURSE OUTCOMES</b>	Be able to determine the issue that constitutes the problem area of the design together with the relevant stakeholders, Be able to search for solutions to the identified problems together and to align the necessary resources in the process, Be able to communicate and empathize with stakeholders,
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<b>TEXTBOOK</b>	Routledge International Handbook of Participatory Design
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<b>OTHER REFERENCES</b>	-
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<b>TOOLS AND EQUIPMENTS REQUIRED</b>	Computer, Adobe Photoshop and Illustrator to prepare 2D sketches and layouts, Rhino, Autodesk Fusion, Hypershot, V-Ray programs for depicting and presenting products in 3D
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## WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Introduction of the course, syllabus, aims, outcomes
2	Participatory design origins, different practices
3	Different value systems in participatory design: Product development oriented participatory design, social benefit oriented participatory design (process knowledge and gains on participatory design practices, sample projects)
4	Identification of foci, creation of project groups and finding and matching of stakeholders, encountering, transfer of knowledge and experience
5	Field research, problem identification
6	Concept development, stakeholder meetings
7	Concept development, stakeholder meetings
8	MID-TERM EXAMS
9	Idea elaboration workshops
10	Co-prototyping and critique
11	Idea elaboration workshops
12	Co-prototyping and critique
13	Testing
14	Testing
15	Final checks and revisions with stakeholders
16	FINAL EXAMS

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic context the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice;			X
2	The ability to plan the design process, to choose and use appropriate methods and techniques;	X		
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach;	X		
4	The ability to design in terms of spatial thinking using design principles and elements;		X	
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications;		X	
6	The ability to visualize and present using two and three dimensional design tools;		X	
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects;	X		
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws;	X		
9	The ability to carry out the design process effectively individually or in a team;	X		
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels.			X

**1: None. 2: Partial contribution. 3: Complete contribution.**

**Instructor(s):** Asst. Prof. Dr. Hatice S. KESDİ

**Signature:**

**Date:**