



TAKING DESIGN PRACTICE TO THE NEXT LEVEL BY INTEGRATING GAMES AND PLAY



INSTRUCTOR

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I am a practitioner and professor in Design Management. I leverage my experience in business management and my humanistic background to design approaches for the practice of design, leadership, and organizational transformation that are relevant for the 21st century.

<https://www.hslu.ch/en/>

OVERVIEW

The practice and management of design utilizes various concepts and tools to “do” understanding,, ideating,, interacting,, analyzing,, testing,, team management,, etc. Games and playing offer a novel approach to innovate “how design does” and thus take design practices to the next level. The seminar explores the nature of games to understand how they work and impact on humans. It also reflects on “how design does” to identify key activities. These explorations are then integrated to weave gaming into design practice. Students develop and enrich tools to revolutionize designing from the perspective of the process and the experience of doing design.

OBJECTIVE

Students: -Gain an understanding of how games work what they can do. - Explore application areas in design contexts,, where games can be applied. - Explore potential to upgrade the design practice. - Ideate and develop specific tools,, concepts,, etc. integrating gaming. - Visualize their results (collectively).

METHODOLOGY

Lectures,, exploration in small groups,, intensive class discussions,, application of concepts and findings in a small project. Lecture and plenary session in the mornings, self-directed individual and group work in the afternoons. The course is online.

KEYWORDS

Strategic design, design games, design innovation

WORKSHOP MODE

Online

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openelective.nid.edu