

Module: Design Project I

Level	Bachelor	Short Name	DesP I
Responsible Lecturers	Prof. Dr. Felicidad Romero-Tejedor		
Department, Facility	Electrical Engineering and Computer Science		
Course of Studies	Information Technology and Design, Bachelor		
Compulsory/elective	Compulsory	ECTS Credit Points	10
Semester of Studies	5	Semester Hours per Week	2
Length (semesters)	1	Workload (hours)	300
Frequency	WiSe	Presence Hours	15
Teaching Language	German/English	Self-Study Hours	285

The following section is filled only if there is **exactly one** module-concluding exam.

Exam Type	Project Work	Exam Language	German/English
Exam Length (minutes)		Exam Grading System	One-third Grades
Learning Outcomes	<p>This module is intended to provide students with an additional opportunity to gain insight into practical teamwork and collaboration with internal and external clients. It aims to make limiting parameters, such as time, budget, and differing viewpoints within the team and from clients, tangible within the creative process. Industry-specific as well as cross-industry aspects of cognitive design will be explored and experienced in greater depth.</p> <p>The module also serves to deepen the engagement with complex tasks within digital media, as well as to support the orientation and specialization of the students.</p> <p>Through a project, the students will expand and consolidate their design, programming, and ergonomics competencies by carrying out a complete methodological development process. The progression from concept to realization must be reflected in comprehensive documentation.</p> <p>Learning objectives:</p> <ul style="list-style-type: none"> • Be able to organize projects as teamwork and develop team skills. • Be able to apply learned methods of conception, design methodology, usability, design, and implementation effectively. • Be able to successfully execute projects with limited budgets in terms of time, workforce, and money. • Be able to present project results convincingly and defend them with sound arguments. • Be able to apply design and its cognitive-ergonomic aspects in practice. 		

Participation Prerequisites	
The previous section is filled only if there is exactly one module-concluding exam.	
Consideration of Gender and Diversity Issues	<ul style="list-style-type: none"> ✓ Use of gender-neutral language (THL standard) ✓ Target group specific adjustment of didactic methods ✓ Making subject diversity visible (female researchers, cultures etc.)
Applicability	
Remarks	

Module Course: Design Project I

(of Module: Design Project I)

Course Type	Practical Training	Form of Learning	Presence
Mandatory Attendance	yes	ECTS Credit Points	10
Participation Limit		Semester Hours per Week	2
Group Size	12	Workload (hours)	300
Teaching Language	German/English	Presence Hours	15
Study Achievements ("Studienleistung", SL)		Self-Study Hours	285
SL Length (minutes)		SL Grading System	

The following section is filled only if there is a course-specific exam.

Exam Type		Exam Language	
Exam Length (minutes)		Exam Grading System	
Learning Outcomes			
Participation Prerequisites			

The previous section is filled only if there is a course-specific exam.

Contents	Design and Realization: <ul style="list-style-type: none"> • Communication design project: e.g., an advertising campaign for print media in synergy with an event or a digital medium (cross-media design), or the design of a print medium (book, newspaper, magazine, etc.) • Creative project: In an experimental, further developed manner, new ideas are tried out and improved. Here, sophisticated aesthetics, experimental interaction, and sensory experiences are developed. • Interactive project: e.g., a website or mobile application in cooperation with a regional company • Service project: Interactive applications for controlling and managing everyday contexts, e.g., "digital kitchen."
Literature	Recommendations from the preceding modules
Remarks	