TECHNISCHE HOCHSCHULE LÜBECK

Module: Design Project II

Level	Bachelor	**Short Name**	DesP II
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**	12
Semester of Studies	6	**Semester Hours per Week**	2
Length (semesters)	1	**Workload (hours)**	360
Frequency	SuSe	**Presence Hours**	15
Teaching Language	German/English	**Self-Study Hours**	345

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

This module is intended, at a higher level than in Design Project I, 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.

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.

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.

Learning objectives:
• 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 cognitive-ergonomic aspects of design and methodology in practice through design research.
• Be able to plan scenarios with corresponding interactions.
• Be able to deepen their work with the target group.

Participation Prerequisites	

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

Consideration of Gender and Diversity Issues	✔ Use of gender-neutral language (THL standard) ✔ Target group specific adjustment of didactic methods ✔ Making subject diversity visible (female researchers, cultures etc.)
Applicability	
Remarks	

TECHNISCHE HOCHSCHULE LÜBECK

Module Course: Design Project II

(of Module: Design Project II)

Course Type	Practical Training	**Form of Learning**	Presence
Mandatory Attendance	yes	**ECTS Credit Points**	12
Participation Limit		**Semester Hours per Week**	2
Group Size	12	**Workload (hours)**	360
Teaching Language	German/English	**Presence Hours**	15
Study Achievements ("Studienleistung", SL)		**Self-Study Hours**	345
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/Programming and Realization: • Communication design project: e.g., a corporate identity and an advertising campaign for print media in synergy with digital media, including design, implementation, and evaluation. • Interactive project: Using design and research, the concept, content, design, and improvement of results are developed with a specific target group. The focus is on the felicity conditions of interaction. Non-typical users should serve as the target group. • Experience project: A specific pre-conceived scenario is created, and digital applications are tested in this context. Actions, user experience, consistent design, and successful interaction are the goals. • 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. • Orientation project: User interfaces for controlling machines, e.g., in medicine, industry, and other contexts. • Service project: Interactive applications for controlling and managing everyday contexts, e.g., “digital kitchen.”
Literature	Recommendations from the preceding modules
Remarks	