

Critical Design Module	
Module description	Critical design is a design approach that challenges the status quo through provocation and ambiguity. This approach has been recently introduced to the Human Computer Interaction community as a way to develop interactive technologies that facilitate critical thinking on issues of general interest such as immigration, homelessness and air-pollution. In this module, students will be introduced to the foundations of critical design within the field of HCI and invited to design physical and/or digital critical design artefacts within a particular domain.
Course format, learning outcomes and evaluation criteria	The module will combine hands-on activities, readings and discussions. Students will learn about different critical design approaches (e.g. public design, critical making) and acquire experience on how to design digital technologies with a critical design approach. Students will be evaluated based on the hands-on activities developed during the course. Further details can be found in the course's website.
10 October	Introduction to Critical Design (2 hours)
Main activities	In this part we will discuss what is critical design and why it is relevant to the field of Human Computer Interaction.
Reading list	<p>1) Bardzell, J., & Bardzell, S. (2013). What is critical about critical design?. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (pp. 3297-3306). ACM.</p> <p>2) (<i>Optional</i>) Pierce, J., Sengers, P., Hirsch, T., Jenkins, T., Gaver, W., & DiSalvo, C. (2015). Expanding and refining design and criticality in HCI. In Proc. of the 33rd Annual ACM Conference on Human Factors in Computing Systems (pp. 2083-2092). ACM.</p>
11, 13 October	Part 1: Articulating Matters of Concern (4 hours)
Main activities	In this part of the module groups of students will select a case study within a particular domain, perform an actor mapping activity and identify which are the main matters of concern within the selected domain.
Reading list	<p>1) DiSalvo, C., Lukens, J., Lodato, T., Jenkins, T., & Kim, T. (2014, April). Making public things: how HCI design can express matters of concern. In Proceedings of the 32nd annual ACM conference on Human factors in computing systems. ACM.</p> <p>2) (<i>Optional</i>) Le Dantec, C. A., & DiSalvo, C. (2013). Infrastructuring and the formation of publics in participatory design. <i>Social Studies of Science</i>, 43(2), 241-264.</p>
17, 18, 20, 24 October	Part 2: Critical Design Artefacts (8 hours)
Main activities	The groups of students will select a main matter of concern and create a discourse shift. Then, they prototype low and high fidelity prototypes (digital and/or physical) that embed this discourse shift.
Reading list	1) Menendez Blanco M., Bjørn P., & De Angeli, A. (in press) Critical Design Artefacts and Cooperative Activism. In proceedings of the ACM Conference on Computer Supported Collaborative Work and Social Computing (CSCW)
25, 27 October	Part 3: “In the wild” evaluation (4 hours)
Main activities	The groups of students will draft an evaluation strategy to be carried out “in the wild”, which can include quantitative and qualitative study of online and offline data.
Readings	<p>1) Rogers, Y. (2011). Interaction design gone wild: striving for wild theory. <i>Interactions</i>, 18(4), 58-62.</p> <p>2) Korn, M., & Bødker, S. (2012, September). Looking ahead: how field trials can work in iterative and exploratory design of ubicomp systems. In Proceedings of the 2012 ACM Conference on Ubiquitous Computing (pp. 21-30). ACM.</p>