

KURSRAPPORT

Bakgrundsinformation (Fylls i av studieadministratör):

Kursens LADOK kod: ME652E	Omfattning (hp):
Kursens namn: Prototyping Media Technology	
Kursansvarig lärare: Suzan Boztepe	
Termin som kursen har genomförts: Fall 2020	
Ange om kursen är fristående kurs, programkurs eller uppdragsutbildning. Om kursen har genomförts inom ett program ange programnamnet. Programkurs, Media Technology: Strategic Media Development	
Antal registrerade: 16	Antal som deltagit i kursvärderingen: 14

Studieadministrationens perspektiv (Fylls i av studieadministratör):

Studieadministrationens synpunkter:

Studentperspektiv (Fylls i av kursansvarig lärare):

Uppgiftslämnare:
Tidig dialog: (beskriv form för kursvärderingen och när den genomförts) Throughout the course. In form of discussion
Formativ kursvärdering: (beskriv form för kursvärderingen och när den genomförts) Throughout the course. In form of discussion
Summativ kursvärdering: (beskriv form för kursvärderingen och när den genomförts) Last session. Written feedback and discussion.
Återkoppling till studenter: (beskriv hur och när återkoppling genomförts) Throughout the course and during the last session. Oral feedback and written feedback on assignments and final deliverables.
Sammanfattning av studenternas individuella kursvärderingar: See attached

Lärarperspektiv (Fylls i av kursansvarig lärare):

Sammanfattning av lärarnas synpunkter/Resultat: (Här sammanfattas kommentarerna till kursens genomförande och resultat utifrån en bedömning av studenternas faktiska läranderesultat i förhållande till kursens lärandemål. Såväl framgångsfaktorer som problem identifieras.) Students were well motivated throughout the course. Small assignments helped to build toward the final project.
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Analys: (Kursansvarig ansvarar för att analysen bygger på en sammanfattning av studenternas individuella kursvärderingar, synpunkter från berörda lärare och studieadministratörer, kunskapsutvecklingen inom forskningsfältet samt att analysen görs i samverkan med lärarlaget.)

Overall, the course was successful. Students achieved learning goals. Doing prototyping over Zoom presented unique set of challenges. Following the same structure each week helped students to establish routines. Miro was useful tool for collaboration. However, a course like this needs to be spread out to throughout the semester, so that students have more time to reflect.

Åtgärdsplan: (Här anges vilka förändringar som ska genomföras på kort och lång sikt, samt tidplan för när åtgärderna kommer att genomföras och uppgift om vem som ansvarar för att genomförandet sker. Om identifierade problem lämnas utan åtgärd ska detta motiveras. Uppföljning av föreslagna åtgärder enligt tidigare kursrapport/er redovisas här.)

The teaching team discussed:
Reducing number of small assignments.
Introducing more digital tools.

Changes will be implemented the next time the course is offered.

Publicering och arkivering

Studieadministratör ombesörjer att kursrapporten:

- publiceras i anslutning till kursplanen på universitetets externa webbplats,
- arkiveras enligt universitetets arkiveringsregler,
- delges programansvarig,
- sparas enligt institutionens ev. ytterligare önskemål.

Course Evaluation
ME 611 Prototyping Media Technology

I LIKE

Write down at least three things that you liked about the course and want us to keep in the future.

- The layout of having the weekly workshops oriented around stages of the actual projects meant that if the group actively participated during the class and workshop, a lot of the actual heavy ground work for that weeks assignment could be done during "scheduled time" and with the professors aid if needed. The rest of the week could then be spent on refining/revising the work done during the workshop. Since it was a rapidly progressing project, this way of laying out the week was very beneficial not only for the project but maybe more importantly for the student "stress level". Had the workshops ben "separate assignments related to that weeks assignment" but then to be executed on the actual project "outside of scheduled time" the student "stress level" would have been significantly heightened.
- Exposed to new ways (and tools) of engaging team in a pandemic situation- i love it!
- If digital: nice that you provide examples of digital tools to use for group work (miro etc.)
- Small groups = nice
- Really liked the opportunity to work on the project during "workshop hours". It was good for asking questions when they arose, and not having to wait for supervision. It also pushed us towards using methods that we might not have used/tried out if we would have been doing the project completely "on our own".
- Course structure of lecture on Monday, workshop and supervision in the week and demo on Friday.
- Its hands on which is good.
- Gave new outlook and perspectives of what Design is/are
- The practical part is great
- The supervision group by group was good, bc you could focus on the own project
- Good combination of digital and physical
- I liked to receive feedbacks
- I liked all the tools we have been using and learning during the course
- Loved the tools like figma and miro that we were introduced to.
- Having demos each week to improve prototypes was a good idea
- Ample time was given for all the deliverables
- Appreciate the group supervisions and demos as it provided lots of insight and feedback.
- Through demos it helped me and my group learn and overcome barriers we didn't it existed and that was a good learning experience
- It was very nice to learn different types of prototyping and brainstorming, and learning new cases that we can take tips/tricks from the cases we read provided in the readings.
- Cases and guests

- Prototyping is a good tool for everything, it was a nice course to have, but needs a bit of tweaking (look below).
- I liked that there was a lot of hands on approach, I actually liked working online and believe that the miro and figma tools were of great assistance.
- Love the readings during week 1 and the cases in the final week.
- Assignment one was good. Helped us think about different types of prototyping.
- Demos linked the weeks to each other. It was good to start the week with a to do list.
- Liked that the readings were organized week by week, and were relevant to what we are doing during that week.

I WISH

Write down at least three things you wish were different and want us to change in the future.

- Would be great if courses did not overlap. Writing a 7000 word essay from the theorizing course the same week as this course started was.. Less than optimal ;) Same goes for when we go into the next course now, where we are to write the whole group report and individual essay when starting a new course.
- Having a demo where we were required to present a basic wireframe a couple of weeks in unfortunately became rather “inorganic” in our specific project, where making a wireframe was not the most logical step to take that week.
- I wish the Guests were more specific on how things are done.
- Focusing so much on the details of the project... I know that this is important but within the given time frame it is hard to develop and test several ways how a project can work and then having already considered every possible detail.
- The lectures are tight to each other no room to digest the what has been taught.
- I wish that there were more time for our prototype and skip some of the small assignments
- Way more “training” in programs like figma etc
- More specific digital tool for Design of prototype (not figma/Adobe Xd dichotomy)
- To have more mentoring/supervision during the weeks
- I would like to have more time for understanding and be competent for using more tools, like for co-design, for idea generation, for paper-prototype and for wireframes
- To make this as a 15 credit course, where we can go into the details more
- Maybe one of the small assignments less and therefor a bit more time to work on good prototypes
- Remove assignment 2, the content you write in that document is something that you will constantly think of anyways, its just a stress factor.
- More time for learning relevant programs and maybe less time for the really basics like drawing
- More depth in agile methods
- All teachers giving feedback should be present at all Demos. We received a lot of contradicting feedback making it hard to align on such short timespan.
- Since the overlapping of the previous course, personally I did not have any time to do more than bare minimum the first two weeks of this course, making me feel like I missed out on a lot of knowledge and it did cause a lot of stress.
- More lectures to cover the themes from the readings and how to apply it.
- Having an essay and a project report is a bit too much for this length of course
- More lectures should be held afternoon
- Since the bachelor students would start working on our projects, would have been great to know what they thought but this lacked a bit of engagement.

- Testing on groups outside of the class would be cool! Like the bachelors!
- It would be cool if the bachelor teacher could introduce the skill & time level for the undergrads so we could adjust our projects according to their possibilities.