Course Description

In this two days intense Hackathon, groups will work together to build a Proof of Concept (POC) prototype of a product or experience based on HCI methodologies.

The projects will be developed based on the theoretical and applied research knowledge students gained during the first semester, in exploring a new subject in an HCI perspective, and in understanding user needs and behavior.

Students will be challenged with prototyping in new tools and in developing a concept in an unfamiliar context.
Course Goals

• Applying knowledge and skills acquired during the first semester in studying a new subject in an HCI perspective, understanding user needs and behavior, and prototyping.
• Experience the creative and intensive group work and sprint prototyping for POC which characterize Hackathons.
• Experience development process from brief to concept, low fidelity prototype and maybe medium fidelity prototype.
• Experiencing hardware prototyping
• Practice presentation to industry mentors

Grading

Projects will be presented at the end of the event and graded by a judges panel based on the following criterias:

• Participation 20% (individual)
• Project evaluation 40%
• Process evaluation 30%
• Project presentation 10%

Reading List

Hackathons as an informal learning platform. / Nandi A, Mandernach M.

Prototyping an IDEO Make-a-thon
Mixing makers, hackers, designers, and Open IDEOers in IDEO's London studio
in https://labs.ideo.com/2012/04/02/ideomake/