L. Nummenmaa, E. Glereana, R. Harib, and JK. Hietanen

*Bodily maps of emotions, 2014*
How can an experiential interface raise awareness of issues such as climate justice, data privacy, and urban health, as well as promote citizen-involvement and quality of life?
Harold Cohen

*First AI art systems and the Turtle bot, AARON, 1979*
Artico Fracassi
Snapshots from a Near Future, Midjourney, 2023
Artico Fracassi
*Snapshots from a Near Future, Midjourney, 2023*
1. Experience Design by Empathy (Basic Prompting)
   TO REST
   Urban Mobility – the augmented bench.

2. Experience Design by Decomposition (Prompt Weighting)
   TO TRASH
   Urban waste – the circular everyday.

3. Experience Design by Analogy (Reference Images)
   TO WORK
   Architecture office – designing design

4. Experience Design by Collage (Remixing, Blending)
   TO REPLENISH
   Urban parks facing the danger of heat islands – augmenting the outdoors.

5. Experience Design by Context (Zooming Out, Perspectives)
   TO MIGRATE
   From birdhouse to migration – designing the experience of indigenous birds.

6. Experience Design by Style (Styles)
   TO HEAL
   Docs on Wheels – future patient experience in the city (to heal)
IDEO

Design by Decomposition - The Belief Checkout, 2018
O. M. Ungers

Design by Analogy – Morphologie/City Metaphors, 1982
Victor Grippo  
*Design by Analogy – Analogy IV, 1972*
Design by Context – Space Motion / View Diagram, 1964
modular japanese housing block connected to gardens through a scaffolds of steel pipes and platforms that can be adapted. Set in a residential area of Tokyo, each side of each module has a different material, one is corrugated steel, the second is polycarbonate translucent panel, the third is cupboard and the fourth is transparent often covered by curtains and opens to garden platforms made by steel pipes. A spiral staircase is strategically integrated into the steel pipe system to allow the garden’s fruit trees to be pruned and harvested at different heights. The external scaffolding also allows the block to be continually expanded and reconfigured, as additional elements such as bannisters or rails for drying clothes can be added simply by clamping or unclamping different pipes. --
MxD Lab / UE X Experience Design
"Mess Hunter" (to clean) – Systems Diagram, 2022
MxD Lab / UE X Experience Design
"Urbanimals” (to hunt) – Animated Collage, 2022
MxD Lab / UE X Experience Design

"Urbanimals" (to hunt) – Animated Collage, 2022
Dates are subject to change.
workshop week #1

13.15  Introduction
13.30  Workshop introduction
14.15  Break
14.30  Data collection
15.15  Break
15.30  Workshop
16.15  Workshop
17.00  Break
17.15  Progress review/feedback
18.00  

workshop week #2

13.15  Review preparation
13.30  Review I
14.15  Break
14.30  Review II
15.15  Break
15.30  Review III
16.15  Break
16.45  Guest Lecture
18.00  

Some details might vary
Team - Media x Design Laboratory (LDM)

Jeffrey Huang, Mathias Bernhard, Christoph Holz
Christina Doumpioti, Frederick Kim, Gianna Ledermann, Mikhael Johanes
Marcela Delgado, Alex Sadeghi, Ga In Sim
Appendix
*(Miyagi Exercises)*

Empathy – Basic Prompting

Decomposition – Prompt Weighting

Analogy – Reference Images

Style – Style

Collage – Remixing/Blending

Context – Zooming Out