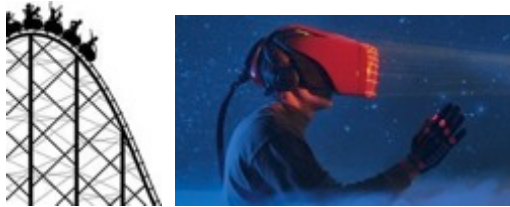


DES 40 c, Design Aesthetics/Experience - Prof. Housefield

SPRING 2016: Lecture meets MWF 9-9:50 am in Surge 3 (aka "the Grove"), room 1309 (near the Silo)
Discussion sections meet once weekly: M 11-11:50 in Giedt 1007; M 11-11:50 in Physics Bldg 140.W
11-11:50 in Physics Bldg 140; W 12:10-1 in Wellman Hall 7. NO PRE-REQS

DESCRIPTION:

Together we will investigate the convergence of aesthetics and experience in design through a series of thematically organized case studies. Examples will be drawn from across time and around the world. Although we will look at older examples, we will emphasize works from the past 150 years, always asking how designers today can learn from these earlier explorations.



What can we learn from the built environment and design of embodied experiences that can be applied to the development of new spaces of virtual reality including apps and games? This wide-ranging course charts an arc linking the three dimensions of lived experience with the dreams and goals driving the creation of two-dimensional spaces.

No prior knowledge of design is required. Guest lectures will complement Dr. Housefield's presentations and the work you do in discussion.



This is a deliberately experimental course based on a set of linked investigations into design history, theory, and criticism by way of psychology, perception, and experience. Ideal audiences include those majoring in design, art & art history, cinema and technocultural studies, computer sciences, engineering, psychology, and anyone interested in the creation of objects or experiences.



SOME COURSE THEMES:

- *UX Design and related concepts:* Audience engagement, user experience, and design thinking.
- *Totalizing visions:* Immersion and sensory stimuli, from theater to Sensurround to Oculus Story Studio.
- *Beauty, judgment, and style:* from aesthetics to branded experiences.
- *A different sort of attraction:* the design of theme park attractions, other sites for immersive embodied experience.
- *Varieties of sacred experience and 3D / 2D interaction:* From Cathedral to Tibetan Buddhist mandalas.
- *Narrative, experience, and interactions:* techniques for unity.
- *Creative space:* Bob McKim's Imaginarium; the emergence of interaction design in California.
- *Spaces of experience:* Panoramas, museums, and exhibition design.
 - *Events as experiences:* the Whole Earth Festival and more.



Your ideas and contributions will add immeasurably to this class!

QUESTIONS? Contact Professor Housefield:

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