

科目ナンバリング		G-LAS15 80011 LB18														
授業科目名 <英訳>		アーティファクトデザイン論 Theory for Designing Artifacts				担当者所属 職名・氏名		工学研究科 教授 榎木 哲夫								
群		大学院横断教育科目群			分野(分類)		複合領域系			使用言語		日本語及び英語				
旧群		単位数		2単位		週コマ数		1コマ		授業形態		講義（対面授業科目）				
開講年度・ 開講期		2024・後期		曜時限		水5			配当学年		大学院生		対象学生		全学向	
(工学研究科の学生は、全学共通科目として履修登録できません。所属部局で履修登録してください。)																
【授業の概要・目的】																
The activity of design is fundamentally similar across a wide variety of domains. I use artifact in a broad and atypical sense to describe any product of intentional creation, including physical goods, services, information systems, buildings, landscapes, organizations, and societies. The central theme of this lecture is that a unifying framework informs the human activity of design across all domains. Especially, understanding user needs is a key element of problem definition, and that understanding is usually best developed with interactive and immersive methods. In this lecture, a variety of methodologies for participatory systems approach and an idea of user-experience are provided, and its contributions to the design process are discussed.																
【到達目標】																
This course is aimed at developing the ability to apply methods for identifying problems and interactively analyzing/evaluating systems, based on understanding of the principles of artifact design and on systematic thinking.																
【授業計画と内容】																
1. Introduction of Artifact Design 2. Artifact Functions and Purposes 3. Design of Human-Machine Systems(HMS)(1) 4. Design of Human-Machine Systems(HMS)(2) 5. Methodologies for HMS Design 6. Design Principles for Artifact Design(1) 7. Design Principles for Artifact Design(2) 8. Methodologies for Interface Design(1) 9. Methodologies for Interface Design(2) 10. Cognitive Task Analysis 11. Semiotic Design for Artifacts(1) 12. Semiotic Design for Artifacts(2) 13. Design of Socio-Technical Systems(STS) 14. Methodologies for Design/Analysis of STS 15. Feedback Lecture																
【履修要件】																
特になし																
-----アーティファクトデザイン論(2)へ続く-----																

## アーティファクトデザイン論(2)

### [成績評価の方法・観点]

Students will be evaluated based on the following criteria, in the order listed. (1) Homeworks/Exercises assigned in class: approx. 80% (2) Attendance ratio. 10% (3) Contributions to classwork (e.g., asking good questions): approx. 10%

### [教科書]

榎木哲夫、松原厚、川上浩司、堀口由貴男(2018) 『アーティファクトデザイン』 ( 共立出版 ) ISBN:978-4-320-00602-7

### [参考書等]

#### ( 参考書 )

Vladimir Hubka and W. Ernst Eder [1995] 『Design Science』 ( Springer ) ISBN:978-1-4471-3091-8  
Simon,H.[1996] 『The Sciences of the Artificial Third edition 秋葉元吉、吉原英樹訳[1999] 『システムの科学』 ( パーソナルメディア ) ISBN:978-4893621672  
H・A・サイモン[1979] 『稲葉元吉・倉井武夫訳, 『意思決定の科学』 ( 産業能率大学出版部 )  
Hutchins, Edwin [1995] 『Cognition in the Wild』 ( MIT Press ) ISBN:978-0262581462  
Klein, G., Orasanu, J., Calderwood, R., and Zsombok, C.E. [1993] 『 Decision Making in Action: Models and Methods』 ( Ablex Publishing Co., Norwood, NJ ) ISBN:978-0893917944  
D・ノーマン[1986] 『The Design of Everyday Things, 野島久雄訳 『誰のためのデザイン?: 認知科学者のデザイン原論』 ( 新曜社 ) ISBN:978-4788503625  
榎木、河村[1981] 『参加型システムズ・アプローチ 手法と応用』 ( 日刊工業新聞社 ほか ) ISBN:978-4526013225

### [授業外学修 ( 予習・復習 ) 等]

Lectures will provide conceptual frameworks and methodologies using a number of actual examples from the everyday life. Students are requested to find the related problems to be resolved and to consider how that could be resolved using the learned method and/or methodologies.

### [その他 ( オフィスアワー等 ) ]

This lecture will be given in distant learning facilities connecting Katsura campus and Yoshida campus. The lecturer will give lectures from Katsura campus in principle and TA will take care of the students attending at Yoshida campus.