

## 课程详述

### COURSE SPECIFICATION

以下课程信息可能根据实际授课需要或在课程检讨之后产生变动。如对课程有任何疑问，请联系授课教师。

The course information as follows may be subject to change, either during the session because of unforeseen circumstances, or following review of the course at the end of the session. Queries about the course should be directed to the course instructor.

1.	<b>课程名称 Course Title</b>	<b>Composing Experiences 作曲体验</b>
2.	<b>授课院系 Originating Department</b>	创新创意设计学院 School of Design
3.	<b>课程编号 Course Code</b>	DS366
4.	<b>课程学分 Credit Value</b>	3
5.	<b>课程类别 Course Type</b>	专业选修课 Major Elective Course
6.	<b>授课学期 Semester</b>	Spring
7.	<b>授课语言 Teaching Language</b>	英文 English
8.	<b>授课教师、所属学系、联系方式 (如属团队授课, 请列明其他授课教师) Instructor(s), Affiliation &amp; Contact (For team teaching, please list all instructors)</b>	  Marcel Sagesser Assistant Professor, School of Design <a href="mailto:msagesser@sustech.edu.cn">msagesser@sustech.edu.cn</a>
9.	<b>实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact</b>	无 NA
10.	<b>选课人数限额(可不填) Maximum Enrolment (Optional)</b>	

11. 授课方式 Delivery Method	讲授 Lectures	习题/辅导/讨论 Tutorials	实验/实习 Lab/Practical	其它(请具体注明) Other (Please specify)	总学时 Total
学时数 Credit Hours	32		32		64
12. 先修课程、其它学习要求 Pre-requisites or Other Academic Requirements	无 N/A				
13. 后续课程、其它学习规划 Courses for which this course is a pre-requisite	无 N/A				
14. 其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

### 教学大纲及教学日历 SYLLABUS

#### 15. 教学目标 Course Objectives

该课程让学生将体验视为由许多个体部分构成。学生将学习分析和构建基于时间的、常常是无形的体验，涉及各种材料和媒体。通过组合和重新组合体验的单个“组成部分”，学生将练习在不同的手段、媒体、格式和技术之间流畅地转化想法，以支持他们的想法的规划、实现、分析和沟通。使用各种视觉和语言手段来使通常看不见或无形的事物变得可见。详细研究不同领域的格式，如计划、构思、模型、图表、故事板、乐谱、动画计划等。在本课程结束时，学生将能够以高级水平进行作曲和沟通体验设计。他们将展示从规划到实施、沟通再到反思的能力，并在多模态表达和批判性思维方面提高流利度。

The course invites students to consider experiences as constructed from many individual parts. Students learn to analyze and construct time-based and often intangible experiences across various materials and media. By combining and recombining single “components” of experiences, students practice translating ideas fluidly between means, media, formats, and technologies to support the planning, realizing, analyzing, and communication of their ideas. A variety of visual and language means is used to render visible that which normally is invisible or intangible. Formats from different fields, such as plans, maps, models, diagrams, storyboards, musical scores, animated plans and others are studied in detail. At the end of this course, students are able to compose and communicate experience design at an advanced level. They will demonstrate competence in moving from planning to implementing, communicating, and back; and they will develop fluency in multimodal representation as well as critical thinking.

**Skills:** Translating ideas across media, formats and technologies

16. 预达学习成果 Learning Outcomes

At the end of this course, students will be able to:

1. Name and explain a variety of tools that are available to experience designers for communicating their ideas
2. Demonstrate experimentation in visual expression as compositional device
3. Demonstrate critical thinking and precise communication skills
4. Develop, realize, and present a composed experience that successfully communicates your idea to a potential audience

在本课程结束时，学生将能够：

命名并解释可供体验设计师使用的各种工具，用于传达他们的创意。

通过视觉表达的实验来展示构图技巧。

展示批判性思维和精确的沟通能力。

开发、实现和呈现一个经过构思的体验，成功地将你的创意传达给潜在观众。

17. 课程内容及教学日历（如授课语言以英文为主，则课程内容介绍可以用英文；如团队教学或模块教学，教学日历须注明主讲人）

**Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)**

<u>Week</u>	<u>Content</u>
1	<p><b>Lecture</b> Course introduction: meaning of “composing”</p> <p><b>Practice</b> Exercise in composing</p>
2	<p><b>Lecture</b> Components of an experience</p> <p><b>Practice</b> Splitting the whole in its individual parts</p>
3	<p><b>Lecture</b> Sketching across materials</p> <p><b>Practice</b> Material exploration</p>
4	<p><b>Lecture</b> Sketching across media</p> <p><b>Practice</b> Media exploration</p>
5	<p><b>Lecture</b> Translating ideas</p> <p><b>Practice</b> Develop fluency</p>

6	<p><b>Lecture</b> Overview of tools for experience designers</p> <p><b>Practice</b> Naming, understanding, and using tools</p>
7	<p><b>Practice</b> Student presentations, with feedback by reviewers</p>
8	<p><b>Lecture</b> Learning from feedback: presenting ideas</p>
9	<p><b>Lecture</b> Analyzing experiences</p> <p><b>Practice</b> In-depth analysis of case studies</p>
10	<p><b>Lecture</b> Planning, combining, recombining, remixing</p> <p><b>Practice</b> Moving back and forth between plan and “thing”</p>
11	<p><b>Lecture</b> Communication skill: imagine your audience</p> <p><b>Practice</b> Present your work</p>
12	<p><b>Lecture</b> Critical thinking</p> <p><b>Practice</b> text writing</p>
13	<p><b>Lecture</b> More tools: survey of advanced tools for experience designers</p>
14	<p><b>Practice</b> Coursework submission, with classroom discussion</p>
15	<p><b>Lecture</b> Composing experiences: moving between making and analyzing</p>
16	<p><b>Practice</b> Work documentation &amp; submission</p>

18. 教材及其它参考资料 Textbook and Supplementary Readings

无 N/A

课程评估 ASSESSMENT

19. 评估形式 Type of Assessment	评估时间 Time	占考试总成绩百分比 % of final score	违纪处罚 Penalty	备注 Notes
出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课程项目 Projects		70%		
平时作业 Assignments				
期中考试 Mid-Term Test				
期末考试 Final Exam		20%		
期末报告 Final Presentation				
其它（可根据需要 改写以上评估方式） Others (The above may be modified as necessary)				

20. 记分方式 GRADING SYSTEM

- A. 十三级等级制 Letter Grading  
 B. 二级记分制（通过/不通过） Pass/Fail Grading



21. 本课程设置已经过以下责任人/委员会审议通过  
This Course has been approved by the following person or committee of authority