## COURSE: DESIGN AND PROJECT PLANNING



uc3m
Universidad Carlos III de Madrid
Vicerrectorado de Estudios
Apoyo a la docencia y gestión del grado

## COURSE: DESIGN AND PROJECT PLANNING

| GROUPS: $\mathbf{2 / 3} / 90 / 902$ | YEAR: 2020-21 | TERM: $\mathbf{2}$ |
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| WEEKLY PLANNING |  |  |  |  |  |  |  |
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| $\begin{gathered} \mathrm{S} \\ \mathrm{E} \\ \mathrm{M} \\ \mathrm{~A} \\ \mathrm{~N} \\ \mathrm{~A} \end{gathered}$ | SES1ó | description | TEACHING (mark X) | SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom...) | WEEKLY PROGRAMMING FOR STUDENT |  |  |
|  |  |  | SEMINARS |  | DESCRIPCIÓN | CLASS HOURS | HOMEWORK HOURS (Max. Estim. 3,25h) |
| 1 | 1 | Presentation. A personal goal to fulfill during the course. Project Design Canvas. Creativity. Generation of creative ideas. Organization of work teams. Gamified game How much do you know about planning? |  |  | Presentation. A personal goal to fulfill during the course. Project Design Canvas. Creativity. Generation of creative ideas. Organization of work teams. Gamified game How much do you know about planning? | 1,5 | 3,25 |
| 2 | 2 | The work idea. Definition of the work ideas. Focusing the problem. Design Thinking. Agile proposals for the design of social projects. Work scheme on Design Thinking. Creative Process Guide for Design Thinking. Daily User Task. |  |  | The work idea. Definition of the work ideas. Focusing the problem. Design Thinking. Agile proposals for the design of social projects. Work scheme on Design Thinking. Creative Process Guide for Design Thinking. Daily User Task. | 1,5 | 3,25 |


| WEEKLY PLANNING |  |  |  |  |  |  |  |
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| $\begin{aligned} & \mathrm{S} \\ & \mathrm{E} \\ & \mathrm{M} \\ & \mathrm{~A} \\ & \mathrm{~N} \\ & \mathrm{~A} \end{aligned}$ | $\begin{aligned} & \text { E } \\ & \mathrm{S} \\ & \text { I } \\ & \text { ón } \\ & \mathrm{N} \end{aligned}$ | description | TEACHING (mark X) <br> SEMINARS | SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom...) | WEEKLY PROGRAMMING FOR STUDENT |  |  |
|  |  |  |  |  | DESCRIPCIÓN | CLASS HOURS | HOMEWORK HOURS (Max. Estim. 3,25h) |
| 3 | 3 | Context and analysis. Analysis of determined social contexts. Analysis of reality. Exchange Assumptions and Agents Involved Files. Definition Change Object. Model of the 10 questions. Empathy Map. Person Map. SWOT + MAREA analysis. Map causes and effects |  |  | Context and analysis. Analysis of determined social contexts. Analysis of reality. Exchange Assumptions and Agents Involved Files. Definition Change Object. Model of the 10 questions. Empathy Map. Person Map. SWOT + MAREA analysis. Map causes and effects | 1,5 | 3,25 |
| 4 | 4 | The reason for our project. Fundamentation and justification of project proposals. PANEL OF EXPERTS |  |  | The reason for our project. Fundamentation and justification of project proposals. PANEL OF EXPERTS | 1,5 | 3,25 |
| 5 | 5 | Goals. Definition of change objectives. Why defining objectives. Objectives Plan. |  |  | Goals. Definition of change objectives. Why defining objectives. Objectives Plan. | 1,5 | 3,25 |
| 6 | 6 | Methodology for action. Methodology. Principles and methodological criteria. |  |  | Methodology for action. Methodology. Principles and methodological criteria. | 1,5 | 3,25 |
| 7 | 7 | Resources for the project. Human, material and technical needed resources for the development of the action. |  |  | Resources for the project. Human, material and technical needed resources for the development of the action. | 1,5 | 3,25 |
| 8 | 8 | Actions. Lines and Schedule of actions. |  |  | Actions. Lines and Schedule of actions. | 1,5 | 3,25 |
| 9 | 9 | Evaluation. Monitoring systems and impact evaluation. |  |  | Evaluation. Monitoring systems and impact evaluation. | 1,5 | 3,25 |
| 10 | 10 | Prototyping, testing and validation |  |  | Prototyping, testing and validation | 1,5 | 3,25 |
| 11 | 11 | Visibility of actions. How social networks can help us improv | our idea |  | Visibility of actions. How social networks car | 1,5 | 3,25 |
| 12 | 12 | Logical framework for impostors. Coherence of the proposal in relation to the impact. |  |  | Logical framework for impostors. Coherence of the proposal in relation to the impact. | 1,5 | 3,25 |
| 13 | 13 | Budget and project funds. |  |  | Budget and project funds. | 1,5 | 3,25 |



