DENOMINACIÓN ASIGNATURA: Interactive ecosystems		
GRADO: EMPRESA Y TECNOLOGÍA	**CURSO: 3º Grupos**	**CUATRIMESTRE: 2º**

CRONOGRAMA ASIGNATURA

SE-MA-NA	SESIÓN	DESCRIPCIÓN DEL CONTENIDO DE LA SESIÓN	GRUPO (Marcar X)		Indicar espacio necesario distinto aula (aula inform, laboratorio, etc..)	Indicar SI/NO es una sesión con 2 profe-sores (*)	TRABAJO DEL ALUMNO DURANTE LA SEMANA		
			GRA-N-DE	PE-QUE-ÑO			DESCRIPCIÓN	HORAS PRESENCIALES	HORAS TRABJO Semana Máximo 7 H
1	1	Course Introduction	x		AULA TEORÍA/ONLINE	NO	Introduce the course goals, structure, learning outcomes and assessment	1,5	
1	2	1.1 Human centered informatics and interaction ecologies	x		AULA TEORÍA/On LINE/SPOC	NO	Understand the principles of HCI & sociotechnical systems design	1,5	4
2	3	1.2 Analyzing interaction ecologies		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Analyze some examples of technologies using the PACT model	1,5	
2	4	2.1 Paradigms, styles and principles of interaction	x		AULA TEORÍA/On LINE	NO	Study the main concepts related with interactive systems	1,5	4
3	5.	2.2 Exercise of Interaction affordances		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Practice HCI principles to explore the interaction affordances of quotidian objects and systems	1,5	
3	6	3.1 Ubiquitous computing and IoT, social and collaborative computing	x		AULA TEORÍA/On LINE	NO	Study advanced interactive applications	1,5	4
4	7	3.2 Analyzing futuristic technological scenarios		x	PRESENCIAL CON PORTÁTIL	NO	Discussion on futuristic technological scenarios	1,5	
4	8	4. 1 Creativity	x		AULA TEORÍA/On LINE	NO	Study creativity paradigms and techniques	1,5	4
5	9	4.2 Creativity exercises		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Practice creativity	1,5	
5	10	5. Participatory and people-centered approach	x		AULA TEORÍA/On LINE	NO	Study participatory design approaches	1,5	4

6	11	9. Final assignment description		x	PRESENCIAL CON PORTÁTIL/ONLINE L	NO	Description of the goals, steps, structure and deadlines for the group assignment	1,5	
6	12	6.1 Design thinking techniques: problem framing	X		AULA TEORÍA/On LINE	NO	Know the main paradigms and approaches to design sociotechnological systems	1,5	
7	13	9.1 Group assignment: problem framing and design approach		**x**	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Groups will describe and discuss the problem selected and the design approach for their final assignment	1,5	5
7	14	6.2 Design thinking techniques: divergent design	X		AULA TEORÍA/On LINE	NO	Know divergent design techniques	1,5	
8	15	6.3 Exercises of divergent design		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Practice divergent design techniques	1,5	4
8	16	9.2 Group assignment: divergent design		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Groups will apply divergent design techniques to look for ideas	1,5	
9	17	6.4 Design thinking techniques: convergent design	**x**		AULA TEORÍA/On LINE	NO	Know convergent design techniques	1,5	5
9	18	6.5 Exercises of convergent design		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Practice convergent design techniques	1,5	
10	19	9.3 Group assignment: convergent design		**x**	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Groups will apply convergent design techniques to select one idea and specify it	1,5	5
10	20	7.1 Prototyping and validating	X		AULA TEORÍA/On LINE	NO	Know tools for rapid prototyping	1,5	
11	21	7.2 Exercises of protyping		X	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Exercises of rapid prototyping	1,5	4
11	22	8.1 User experience	**x**		AULA TEORÍA/On LINE	NO	Understand the main principles of user experience	1,5	
12	23	7.2 Exercises of protyping		**x**	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Exercises of rapid prototyping	1,5	6
12	24	9.4 Group assignment: prototyping		X	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Groups will prototype their ideas	1,5	
13	25	8.2 Exercises of user experience		x	PRESENCIAL CON PORTÁTIL/ONLINE	NO	Apply user experience principles to analyze existing products	1,5	**5**
13	26	9.5 Group assignment: final presentation	**x**		AULA TEORÍA/ONLINE	NO	Groups will present and discuss their final assignment	1,5	
14	27	9.5 Group assignment: final presentation	**x**		AULA TEORÍA/ONLINE	NO	Groups will present and discuss their final assignment	1,5	**5**

| 14 | 28 | Preparing the final test | x | | AULA TEORÍA/ONLINE | NO | Rehearsal class | 1,5 | |