



POLITECNICO
MILANO 1863

SCUOLA DEL DESIGN

[PudCad]

“Universal Playground” Erasmus+ Workshop in Detmold, Germany, 15-19 October 2018

Theme	<p>The workshop “Universal Playground” is a design experience involving 25-30 students from 5 different Schools in Italy, Germany, Finland and Turkey participating in an European research project called PudCad aimed at Practicing Universal Design Principles in Design Education through a CAD-Based Game to support and strengthen the universal design education in international networks.</p> <p>Goal of the workshop “Universal Playground” will be developing a) Parameter of Universal Design and b) Parameter for the Game Application. Therefore we divided the Workshop in five parts (Think, Analyze, Create, Digitalize, Exhibit).</p>
Partners	<p>Faculty of Architecture, Istanbul Technical University, Turkey; Institute of Design and Fine Arts, Lahti University of Applied Sciences, Finland; Detmold School of Architecture and Interior Architecture, University of Applied Sciences, Germany; Dipartimento di Architettura, Università degli Studi di Firenze, Italy; Dipartimento di Design, Politecnico di Milano, Italy; Association for Well-being of Children with Cerebral Palsy, Turkey; Occupational Therapy Association of Turkey</p>
Info	<p>fiammetta.costa@polimi.it; giorgio.buratti@polimi.it; rele@polimi.it</p>
Professor	<p>Ulrich Nether, Jan Phillip Ley</p>
Where	<p>Detmold, Germany</p>
When	<p>15 -19 October 2018</p>
Costs	<p>trips + accommodation will be paid by Politecnico di Milano</p>
Language	<p>English</p>
Places	<p>5 Max + 5 on a waiting list (graduatoria)</p>
Course	<p>Interior design + Product design</p>
Year/level	<p>2ND YEAR AND 3RD YEAR BACHELOR</p>
Credits	<p>20 points for the 3rd year Bsc students to the DESIGN EXPLORER http://www.design.polimi.it/it/design-explorer/</p>
Forms and docs	<p>Apply here pud cad form 2018 By September 26th, 2018 – 12:00 pm (LUNCHTIME)</p>



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PudCad_Practicing Universal Design Principles in Design Education through a CAD-Based Game

The PudCad project is related to one of the foremost priorities of European Commission: to provide the inclusion and efficient accessibility of the people with disabilities into everyday life.

Regarding the European Universal Design Standards, and the current state of the universal design education in international networks, this project offers a design game on a CAD-Based platform which aims at students' learning and practicing their universal design knowledge skills through an empathetic approach. It intends to provide an innovative way to learn and practice universal design principles for undergraduate students.

The project will deal with undergraduate design education to trigger the awareness of accessibility and let future designers and architects to develop accessible and innovative design ideas.

PudCad involves a design game on a CAD-based platform which will allow students to learn about basic and advanced universal design principles and train them on an entertaining context. The game will focus especially on inclusive high school design for the students with cerebral palsy that includes several distinct forms of impairment of motor functions which cause different movement disorders.

Goal of the workshop "Universal Playground" will be developing a) Parameter of Universal Design and b) Parameter for the Game Application. Therefore we divided the Workshop in five parts (Think, Analyze, Create, Digitalize, Exhibit). Each part will be accompanied by some kind of input, sometimes more active, sometimes more theoretical (see the Workshop schedule. On Tuesday and Wednesday we will have a Network Session with external experts on the field of "Universal School Architecture of the Region" and on "Aspects of Universal/ Inclusive Design"). Based on the activities done so far within the PUDCAD project, including the Workshop in Milan, the PUDCAD checklist, the principles of UD, the results of our elective module MSI, and other sources we are developing a list of Parameter for Universal Design which we want to discuss, test and develop together with you and your students within the workshop week. Those parameter will function as some kind of a guideline for the students in order to fulfill the different tasks. These task will need different expertise including ideation and discussion, analyzing existing spaces with different tools (analog and digital), prototyping a 1:1 model, creating a digital representation and finding a good way to communicate this in the format of an exhibition. In the end we plan to have a list of parameters that give a base for the gaming application.

The students will be selected considering: average grade, knowledge of CAD based softwares, knowledge of English language, motivation, and experience. Priority will be given to 3rd year students of interior architecture/design.

Partners:

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Institute of Design and Fine Arts, Lahti University of Applied Sciences, Finland;
Detmold School of Architecture and Interior Architecture, University of Applied Sciences, Germany;
Dipartimento di Architettura, Università degli Studi di Firenze, Italy;
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