



POLITECNICO
MILANO 1863

SCUOLA DEL DESIGN

[PudCad]

PudCad_Practicing Universal Design Principles through a CAD-Based Game
Erasmus+ 2018 Workshop in Milan 19-23 February 2018

Theme	<p>The workshop 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>The students, organised in 5 international teams, will design inclusive school environments. The projects will be presented in a competition and scored according to the fulfillment of universal design principles.</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; Master of Interior-Architectural Design, University of Applied Science Stuttgart, 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; rele@polimi.it</p>
Professor	<p>Giuseppe Amoroso, Fiammetta Costa, Margherita Pillan, Michela Rossi</p>
Where	<p>Milan, Italy</p>
When	<p>19-23 February 2018</p>
Language	<p>English</p>
Places	<p>5 Max + 5 on a waiting list (graduatoria) <i>final confirmation of participation has to be given due 26th January 2018 – 12am</i></p>
Course	<p>Interior design + Product design</p>
Year/level	<p>Bachelor 3rd year</p>
Credits	<p>6 credits - Crediti curriculari (convalida del workshop a piano)</p>
Forms and docs	<p>Apply here PudCadWorkshop_call2018 By January 26th 2017 – 12 pm (noon)</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.

The workshop will involve 5 international teams (groups of around 6 students) in a design competition.

Each team will be asked to design an inclusive high school environment encouraging students to develop innovative design ideas and to simulate the design process according to Universal Design principles. To stimulate empathy students will be encouraged to experience physical disabilities conditions (i.e. wheelchair path). Design tools as mental model maps, CAD, 3D modelling, graphic editing software will be applied in the ideation and development process.

The projects will be presented in a competition and scored according to the fulfillment of universal design principles by a jury composed by instructors of the involved HEIs

A survey will be realized to determine the current knowledge of Universal Design and track behavioral and perceptual mapping of high school students by each partner applying a common form. The results will be presented by the research team at the beginning of the workshop.

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 design.