

MODULE DESCRIPTION - ACADEMIC YEAR 2026-2027

Field	Design and Fine Arts	
Program	Master Design	
Major	Digital Experience Design	
Module title	Experience Design III – Human Experience & Community	
Code	2MaDeDXD12	DXD303863FE26
Course Type	Master	
Semester	Semester 3	
ECTS Credits	7	
Prerequisites	None	
Languages	English	
Place	ECAL	

Skills targeted General learning objectives	<p>This module consolidates students' ability to assess user experience by combining cognitive psychology, participatory methods, and project management strategies. It deepens their understanding of user perception, promotes collaborative design practices, and encourages autonomous evaluation of their own work through a hands-on project.</p> <p>Targeted skills include identifying cognitive biases in interface design, facilitating participatory workshops, managing complex digital projects, and conducting self-directed UX evaluations.</p>
Teaching content and form	<p>The module consists of three courses and a project based work.</p> <p>a) A Critical Eye: exploring how cognitive biases shape user perception and decision-making in digital interactions, equipping designers with strategies to address these biases and create more intuitive, ethical, and inclusive interfaces through theory and real-world examples.</p> <p>b) Participatory Design: exploring participatory and co-design methodologies. Students learn to collaborate with humans through workshops and stakeholder engagement to create inclusive, user-driven design solutions for digital and physical interfaces.</p> <p>c) Digital Project Management: covering the fundamentals of digital project management and service design, equipping students with methodologies to navigate complex team dynamics, manage challenging stakeholders through role-play scenarios, and balance creative vision with technical and organizational constraints throughout the project lifecycle.</p> <p>d) My Own Rules: Focusing on self-directed UX evaluation, challenging students to independently assess and refine their practice by developing custom investigation protocols and reflective analysis to strengthen their critical design skills for real-world UX practice.</p>
Forms of assessment and validation	<p>At the end of the semester, the works produced in unit d) are evaluated by a jury made up of the professors from the MA Digital Experience Design.</p> <p>The units a), b) and c) are not subject to grading. They remain mandatory, however, and active participation by students is expected.</p> <p>The assessment may take students' regular attendance at classes and lectures into account.</p> <p>The student must achieve a minimum grade of 4 to obtain credits.</p>
Remedial teaching	<p>Remediation is possible by working to make good observed shortfalls.</p> <p>Module repeated in the academic year following a fail mark, according to procedures to be agreed with the director of the module.</p> <p>No remediation possible after repeating the module.</p>

Professors	Margherita Motta, Sebastian Baez Lugo, Daniele Catalanotto, Paul Léon
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Responsable module	Lara Défayes		
Description validated on	23 September 2026	By	Lara Défayes

The French text is authentic