

## **Writing about Design: Reading Responses**

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Each week, you are to read a chapter from our textbook, *Artful Design: Technology in Search of the Sublime*, and respond to an idea, in the form of a short online essay. Here are the specifics:

- 1) Reflect on the reading and choose one topic, idea, or theme therein, and formulate a written response.
- 2) The response should be 400-500 words and clearly demonstrate understanding of the material. They should favor reflection over synopsis. Feel free to pose well-framed questions in your responses.
- 3) In your essay, you are encouraged to embed images, videos, and external links.
- 4) Post the response online, which can in one of the following forms:
  - CCRMA webpage (<https://ccrma.stanford.edu/~YOURID/256a/essay-#.html>)
  - OR a post on your blog
  - OR a Medium story
- 5) Submit your essay by uploading the URL to your essay (to Canvas); essays are due each week on Sunday at 11:59pm (e.g., your Week 1 essay is assigned on the first day of class; it is due the following Sunday).
- 6) Each week, all essays will be collected into a single public webpage to be shared with the rest of the class and will remain open on the Web.
- 7) Start early. Give yourself time to reflect on the reading each week. It is essential to develop critical lenses about the things we make. Similarly, craft your essays with care. They are not intended to be lengthy, but they should be thoughtful.

*On privacy: note that these essays will be publicly available (you should craft your work taking this into account). If you'd like, for any reason, to not make your name known online, you may publish your essay under a pseudonym (and let us know what it is).*

### **Reading Schedule**

Week 1 — Prelude + Chapter 1 “Design Is \_\_\_\_\_” + Design Etude #1 (pg. 54)

Week 2 — Chapter 2 “Designing Expressive Toys”

Week 3 — Chapter 3 “Visual Design”

Week 4 — Chapter 4 “Programming + Sound Design”

Week 5 — Chapter 5 “Interface Design” + Interlude “Dialogue with a Zen Master”

Week 6 — Chapter 6 “Game Design”

Week 7 — Chapter 7 “Social Design”

Week 8 — Chapter 8 “Manifesto” + Coda

Week 9 — “Humans in the Loop: The Design of Interactive AI Systems”

<https://medium.com/artful-design/humans-in-the-loop-b83e3bffa65e>