Cogsci 10:
Cognitive Consequences of Technology

In this course we explore the interrelationships of cognition and technology from the new perspective offered by cognitive science.

We address questions of crucial importance for our increasingly technological society:

How does technology shape our minds?

How should what we know about our minds shape technology?

While we will discuss a variety of interrelationships of cognition and various technologies, our primary focus will be on the interrelationships between cognition and computational technologies.

Interested in being an IA?

Upper-division standing (at least 90 units)

Minimum 3.0 overall GPA

(Previously taken the course and received an “A")

IAs for DSGN 1 and Cogsci 10

Contact Katy Schoeneweis <kschoene@ucsd.edu>

There is a link to an application on the cogsci.ucsd.edu site.

Final Project

Your goal in the final project should be to evidence your understanding of the design process and your ability to translate it into doing.

Deliverables:

1. A 1 minute video capturing the key problem your project addresses. Due Monday evening 3/13
2. An 8 minute presentation (live or video) in your Studio Wednesday 3/15
3. A paper describing your project due on or before Friday 3/17 midnight (wise to turn in early)
4. A form describing the contributions of all team members. Due Monday of exam week (3/20)

Schedule

Week 8

Today: Penultimate Quiz, Discussion and Advice on Final Project

Wednesday Studio: Project III Feedback and Work on Final Project

Thursday: Alison Meyer on Improv, Yes-And, and Risks

Week 9

Quiz (Tuesday; can replace lowest quiz score), Work on Final Project in Class and Studio

Week 10

Tuesday: 1 Minute Videos and work on presentations

Wednesday Studio: Presentation

Thursday: TA/IA Selected Presentation From Each Studio

Final Paper

Due On Or Before Friday (3/17) Midnight

Advice

Place to share material. I suggest gDrive.

Arrange good times for meetings (in person or skype hangout)

Can add a group on piazza to communicate. Advantage is that this makes it easier for TA/IA to be involved.

Use your portfolio entries these final weeks to document your activity.

Take advantage of group to work in parallel. For example, collecting data. Sometimes a bit more data can be amazingly helpful.

Advice

Demonstrate Understanding of Design Process

Think Small

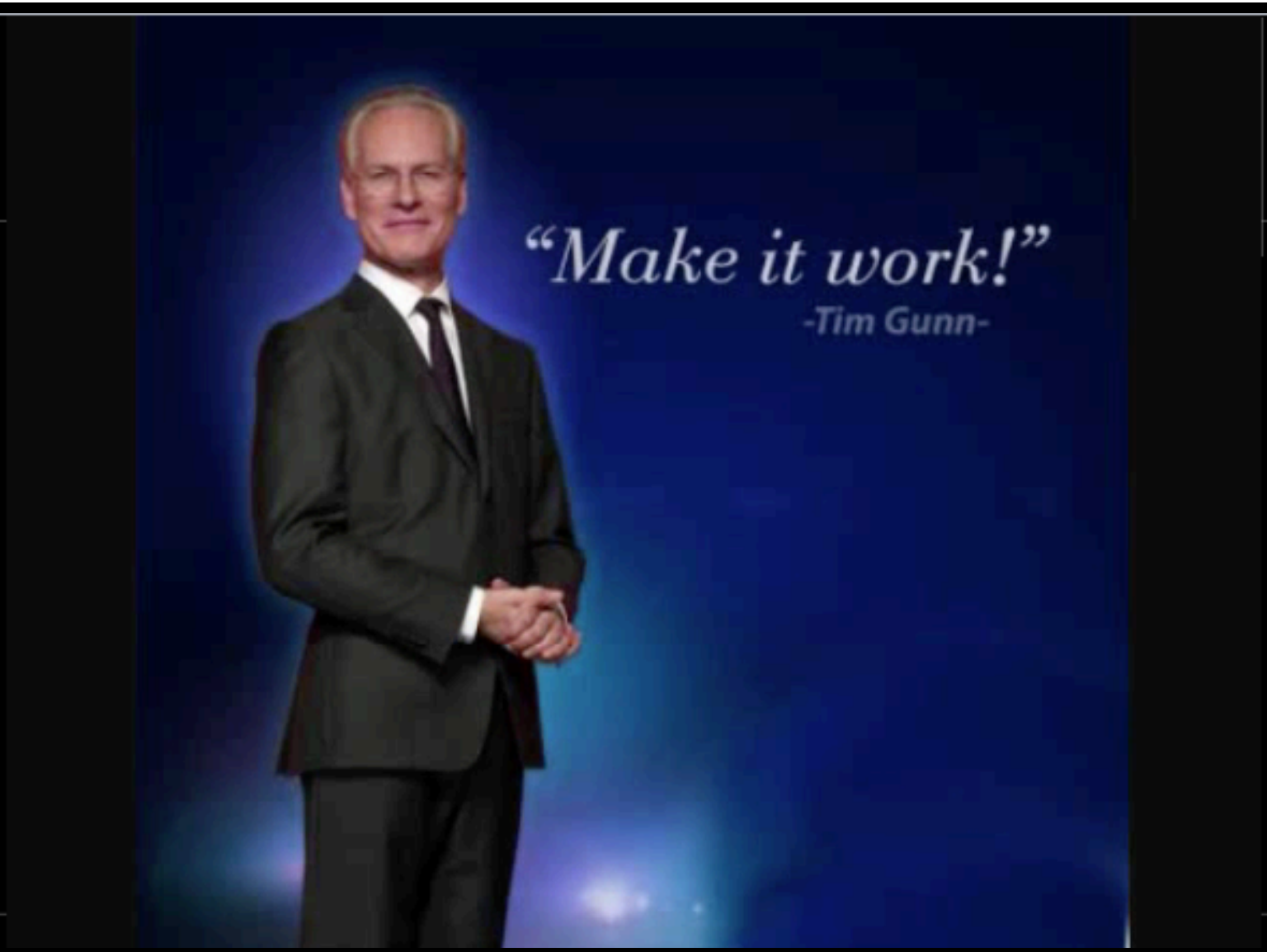
Constraints Are Good

Focus On Finding Root Problems

Not Only About Getting The Design Right But Getting The Right Design

Connect Designs To Data

Take Ownership of Project & Make It Work


“Make it work!”
-Tim Gunn-

Advice

Many advantages of shifting from thinking of yourself as a student to thinking of yourself as a young professional in your field.

In most classes, the world is rigged. There's a simple correct answer and the problem is structured to let you come to that answer. You get feedback with the correct answer soon after you submit anything.

Real life is different. No one tells you the right answer. We don't even know if there is a right answer.

Advice: Approach the final project not as a student but as a young designer. Make it work.