**Theme: Basic concepts and their relevance for design**

- Brief introduction to some basic social ideas in American pragmatism and developmental psychology (generalized other, reflection-in-action, zone of proximal development)
- Applications of those ideas to the design of educational software
- Using the method of externalized design (ED) (adopted from post-modern architecture) for expressing external (environmental or inspirational) elements in design of concrete things
- Externalized design of software (EDOS): expressing social ideas in interfaces
- Other examples of applications of theoretical concepts towards design
- Comparison of theory-based design with other approaches to design
- More about the organization of the course
- Distribution of articles to read