

Unit Staff
Dr Eva Verhoeven (Unit Leader)
Ben Stopher (Programme Director)
Nicolas Marechal (Specialist Tutor)
Oliver Smith (Visiting Tutor)
+
David King (Specialist Technician)
Tom Lynch (Specialist Technician)

UAL London College of Communication
**MA Interaction Design
Communication 2015/16**
Unit Contact: e.verhoeven@lcc.arts.ac.uk

Theories & Technologies of Interaction Design
Location: Term One | Unit One
Credit rating: 40
Level: 7
Total Learning Hrs: 400

Theories & Technologies of Interaction Design

NOTE: Please check
<http://int-des.com> for updates

Essential Reading

Auge, M. (2009). *Non-places: Introduction to an Anthropology of Supermodernity*. Verso Books.

Crowley, D., & Heyer, P. (2006). *Communication in History: Technology, Culture, Society*. Pearson.

Dunne, A. (2008). *Hertzian Tales: Electronic Products, Aesthetic Experience, and Critical Design*. MIT Press.

Moggridge, B. (2006). *Designing Interactions*. MIT Press.

Further Reading:

Baudrillard, J. (1994). *Simulacra and Simulation (The Body in Theory: Histories of Cultural Materialism)*. The University of Michigan Press.

Borges, J. L. (2000). *Labyrinths: Selected Stories and Other Writings (Penguin Modern Classics)*. Penguin Classics.

Bourriaud, N. (1998). *Relational Aesthetics [English Language Version]*. Les Presse Du Reel.

Certeau, M. De. (2011). *The Practice of Everyday Life*. University of California Press.

Calvino, I. (1997). *Invisible Cities (Vintage Classics)*. Vintage Classics.

Lanier, J. (2011). *You Are Not A Gadget: A Manifesto*. Penguin.

Latour, B. (1996). *Aramis, or the Love of Technology*. Harvard University Press.

Manovich, L. (2002). *The Language of New Media (Leonardo Book Series)*. MIT Press.

McLuhan, M., & Fiore, Q. (2008). *The Medium is the Massage: An Inventory of Effects (Penguin Modern Classics)*. Penguin Classics.

Moggridge, B. (2010). *Designing Media*. MIT Press.

Tufte, E. R. (1997). *Visual Explanations: Images and Quantities, Evidence and Narrative*. Graphics Press USA.

Virilio, P. (2005). *The Information Bomb (Radical Thinkers)*. Verso Books.

Introduction

This unit aims to give you a critical understanding of the nature of interaction design within a broad and interdependent technical, theoretical and cultural framework. It will equip you with the skills to develop your own critical thinking on the nature, implementation, challenges and potential consequences of networked culture and interactive systems and environments. Through the investigation and critical analysis of historical and contemporary digital practice you will gain an overview of both industry-focused and artistic perspectives.

Through set project work and related seminars you will acquire an understanding of how interaction design can enable the creation of enhanced modes of communication and the challenges and opportunities this presents, both to digital practitioners and to an increasingly technologically oriented society. In this context this unit also gives you an understanding of the nature of the tools used to create interaction design prototypes spanning both the digital and the analogue domains.

Learning Outcomes

On completion of this unit, you should be able to

Deliver complex interaction design prototypes informed by a broad and interdependent technical, theoretical and cultural understanding (**Research, Analysis, Subject Knowledge, Communication Presentation, Personal and Professional Development, Collaborative and / or Independent Professional Working**).

Understand and articulate communication models at work within an interaction design context (**Research, Analysis, Subject Knowledge**).

Use complex digital processes with critical sensitivity in an interaction design context (**Experimentation, Technical Competence**).

A workshop programme that runs parallel to the set project work will ensure you have a contemporary working knowledge of tools used for the creation of interaction design projects and prototypes. These typically include, sound, image, text, video, visual coding and scripting, animation, web production and the way they work together to enable experimentation with complex interaction design solutions.

Through this mix of project work, critical and theoretical seminars and technical workshops this unit provides you with an integrated approach to creating experimental and critically informed interaction design work with a critical perspective on the technologies that underpin such work.

This unit will be delivered as seminars workshops and student presentations related to the set project work.

Assessment Requirements

This unit is assessed holistically (100% of the unit)

Portfolio of work documenting the outcomes for the set project work and the workshop programmes. This includes a research weblog documenting your research and development process. A 2000 word critical report describing your engagement with critical ideas in your project work.

Submission Method

PDF document via Moodle by 4pm on submission date or where relevant manual to Studio M304 at 2-3pm only, on submission date.

Summative Submission Date

Please submit as directed above on **Thursday 14th of Jan 2016**.

Assessment feedback date

Grades to be returned to students via the Online Assessment Tool O.A.T. by Mon 11th Feb 2016.

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Moodle - Accepts a range of file types including but not limited to word-processed documents, spreadsheets, images, audio / video clips etc. You can upload a maximum of 3 attachments totalling 20MB.

Turnitin - Accepts .DOC or .PDF files to a maximum of 20MB. If you are submitting work via Turnitin: this assessment will be submitted via an online submission platform called Turnitin UK. As part of the submission process, the University will utilise Turnitin UK to check the authenticity and originality of your work.

Please note: It is your responsibility to submit your work on time and by the required method, otherwise there may be an impact on your achievement and progression. Further information about your responsibility to submit your work is available on the website:
<http://www.arts.ac.uk/assessment/assets/docStudentGuideAssessmentSubmissions1415.pdf>

Turnitin or Moodle: If you are submitting work online via Turnitin and/or Moodle: The CLTAD e-learning blog includes step-by-step guides to uploading assignments to both Moodle and Turnitin:
<http://elearningsupport.myblog.arts.ac.uk/student-help/student-help/assessment-how-to/>

If you have any queries about submitting your work or are experiencing any difficulties in submitting work, please contact you Programme team well in advance of the submission deadline, via email on: interactive.visual.communication.staff@lcc.arts.ac.uk

Please note: all feedback is indicative until formally received and confirmed at an Exam Board. You will be informed of your results and when these will be published via email and/or Moodle announcements.

Marking Criteria:

As a postgraduate student, you can access the PG marking criteria via your course Moodle page and also at the link below:
<http://www.arts.ac.uk/assessment/assets/doc/PG-Marking-Criteria-Matrix-with-Letter-Grades.pdf>

Other key information:

The UAL Assessment Webpages

<http://www.arts.ac.uk/assessment/courseregulations/index.html>
include useful information on:

- The course requirements
 - What happens if you fail a piece of work or miss a deadline
 - What to do if you are ill or have other extenuating Circumstances
 - What to do if you want to take time out from your studies
 - The adjustments that can be made to assessments if you have a disability
 - How to avoid plagiarism in your work
 - What to do if you want to appeal an exam board decision.
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