

Crafting Creative Technologies

PGDES1016

MODULE DESCRIPTOR

ECTS credits¹	10	Programme	MA in Interaction Design
NQF level	9	School	School of Design
Stage	1	Module Co-ordinator	Emma Creighton
Trimester	2	Module Team	Emma Creighton, Tara Whelan, Saoirse Higgins
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Responsibility	The NCAD Academic Council and the School of Design Board have responsibility for this module.		

1. Introduction

This module introduces students to the concepts, principles and practices of designing expansive and immersive experiences utilising a range of creative technology tools and platforms. The module contains a series of lectures and practical, hands-on workshops and demos, which enable students to develop advanced skills in interaction design thereby enabling them to create experiences that are physical, interactive and immersive. Throughout the module students are introduced to various methods, tools and materials and are encouraged to be playful, experimental and take risks.

The aims of this module are to:

- Introduce the concepts, principles and practices of designing expansive and immersive experiences
- Support the development of advanced skills in the area of creative technology
- Enable students to prototype experiences to a higher level of fidelity

2. What will I learn?

On successful completion of this module students will be able to:

1. INITIATE: Initiate a range of creative concepts in response to a project brief, drawing upon practical and theoretical research.
2. MATERIALISE: Competently select and employ various techniques to prototype interactive and immersive products and experiences.
3. EVALUATE: Apply methodologies and techniques in the evaluation of interactive and immersive products and experiences.

¹ European Credit Transfer and Accumulation System, where 60 ECTS credits equate to the workload of a full-time academic year

4. **RESOLVE:** Develop a project through a transparent iterative process leading to a resolved outcome.
5. **PROJECT MANAGE:** Work cooperatively and independently planning and managing time and deliverables.

Module content

This module introduces students to skills and knowledge in the areas of programming, physical computing, interactive projections, augmented reality and virtual reality. Delivery of this module is embedded in a studio-based learning context with students learning knowledge and skills through a series of practical hands-on demos and applied project briefs.

Throughout the module students develop advanced skills relating to the development of interactive prototypes which will enable them to design and evaluate physical and immersive experiences. Throughout the module students experience working in a fast-paced environment and gain experience of working both in a self-directed and collaborative manner.

3. How will I learn?

Students learn through a combination of lectures, workshops, tutorials and shared presentations to support peer learning. Taught components are delivered through lecture-based and seminar sessions with a focus on group discussion and lively, informed debate. Students learn technical and practical skills through demonstration and workshop sessions and they are expected to engage in self-directed and independent study throughout the module. Students are supported in their project work through tutorials and receive ongoing feedback through one on one and group crits.

Learning tool	Hours
Lectures and Workshops	25
Tutorials	15
Specified Learning Activities	20
Autonomous Student Learning	140
Total Workload	200

4. What learning supports are provided?

Delivery of this module is supported with Google Classroom. Throughout the semester readings, case studies and reference material are posted to support students in their studio work. Off-campus learning and tutor-student communication is facilitated through the use of Google Classroom, Google Meet, Zoom and Miro. Additional module specific material is posted on the module Google Classroom throughout the semester.

5. Am I eligible to take this module?

Module Requisites and Incompatibles

Pre-requisites	None
Co-requisites	None

Incompatibles	None
Prior learning	Where a student can demonstrate that they have achieved at least 80% of the learning outcomes of this module, by academic certified achievement, or through quantifiable and documented experience, they can apply to the School for that prior learning to be recognised. Applications must be received prior to the commencement of delivery of the module.
Recommended	None

6. How will I be assessed?

Assessment tool	% of final grade	Timing
Thematic Project	80%	Week 19
Online Documentation of Learning	10%	Week 19
Critical Reflection	10%	Week 19
Total	100%	

Assessment tool	Learning outcomes assessed
Thematic Project	1 - 5
Online Documentation of Learning	1 - 5
Critical Reflection	3 & 5

7. Feedback, results and grading

All module learning outcomes will be demonstrated and assessed through the submission of project work as detailed above. Students are expected to submit a series of deliverables during the module. These are submitted in either physical form to the module tutor or to Google Classroom.

Students receive formative feedback regarding stage submissions during tutorials and crits in the module. Individual assessment sheets are generated for each project detailing the student's formative grades and feedback. Summative module feedback is issued after grades have been formalised through the relevant Exam board.

Submissions are assessed using the NCAD Assessment Criteria (*See NCAD Academic Regulations for further detail*).

8. What happens if I fail?

Resit Opportunities

Opportunities are provided during or at the end of the Trimester to students who do not complete all assessments in this timeframe. Students will not be able to progress to the next stage of the programme until they have successfully completed all Trimester 1 and 2 modules, equivalent to 60 credits.

9. When and where is this module offered?

Trimester 2 (January to May), MA Interaction Design Studio

10. How will I have the chance to evaluate the module?

It is important to NCAD that students inform the development of teaching and learning at NCAD. We encourage all students to communicate their concerns and their observations about their study to members of staff so that any changes can be made in a timely manner.

About two-thirds of the way through the year, a student forum will be convened to gather students' comments about their study and the delivery of the programme. In addition, at the end of Trimester 2, students have the opportunity to complete an online evaluation of their study and experience at NCAD. These evaluation events are important to current and future students, to ensure we can enhance the delivery of programmes at NCAD.

In addition, students are invited to discuss their experience on the module with their lecturers at any point during the year. Students can also relay their comments to the class student representative who will communicate their comments to the staff.

**For further details on the content of your module and teaching arrangements,
consult your Programme or Module Handbook**