



National College of Art and Design
A Recognised College of University College Dublin

MODULE DESCRIPTOR

Foundation Skills in Interaction Design (DESPG1-4)

Credits	10	Course	MA Interaction Design
Level (NQAI Framework)	9	Faculty	Design
Stage	1	Module Coordinator	Emma Creighton and Marcus Hanratty
Semester	1	Module Team	Emma Creighton and Marcus Hanratty

The objective of the foundation skills module is to introduce students to the concepts, principles and practices of designing products, services, systems and experiences that are effective, usable, and meaningful to people. With an emphasis on the iterative design process, the module will focus on developing practical skills to design, prototype, test and evaluate interactions. Specifically this module will introduce students to skills in the areas of people-centered research and design, user experience design, user testing, interface design, visual communication, product design, digital fabrication and physical computing.

The module contains a series of practical, hands-on workshops, which enable students to fully explore the principles and practices of interaction design, both off and on-screen. Over the course of the semester students will gain hands-on experience in designing and prototyping, learning both low and high fidelity techniques and the relevant development software and hardware. By working independently and in teams, students will also learn a set of methodologies to work on projects in a collaborative manner and to communicate effectively with team members. Throughout the module students are introduced to various methods, tools and materials and are encouraged to be experimental and take risks.

What will I learn?

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

- Demonstrate knowledge and understanding of the practice of interaction design
- Demonstrate knowledge of user-centred design and the ability to involve the user in the design process
- Apply methodologies and techniques in the design of interactive products, interfaces, systems and services
- Employ various techniques to prototype interactive products, interfaces, systems and services
- Choose and apply appropriate methods to evaluate an interaction

- Identify and report usability issues
- Develop a project through a transparent iterative process leading to a resolved outcome
- Work in a self-directed manner and within a team in a problem-oriented, project-oriented and interdisciplinary way

How will I learn?

	HRS/ Semesters
Workshops	70
Autonomous Student Learning	130
Total Workload	200

How will I be assessed?

	% of Final Grade	Timing
Portfolio of module work	100	End of Semester 1
Total	100	

What happens if I fail?

Resit Opportunities

End of Semester 1

Remediation

If you fail this module you may repeat, resit, or substitute where permissible

Am I eligible to take this module?

Module Requisites and Incompatibles

Pre-Requisite: None

Required : None

Co-Requisite: Interaction Design Fundamentals

Incompatibles: n/a

Prior Learning

Requirements:

Excluded:

Recommended: Should be prepared to participate fully in all course activities including visits

When and where is this module offered?

Timetabling information is displayed only for guidance purposes, relates only to 2015/16 and is subject to change.

Interaction Design Studio	Semester 1 (September – January)
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For further details on the content of your module and teaching arrangements consult your course handout