



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

### MODULE DESCRIPTOR

Interaction Design Fundamentals (DESPG1-3)

<b>Credits</b>	5	<b>Course</b>	MA Interaction Design
<b>Level (NQAI Framework)</b>	9	<b>Faculty</b>	Design
<b>Stage</b>	1	<b>Module Coordinator</b>	Emma Creighton and Marcus Hanratty
<b>Semester</b>	1	<b>Module Team</b>	Emma Creighton and Marcus Hanratty

This module focuses on the theoretical underpinnings, contemporary issues, topics and concepts relating to Interaction Design. The aim of the module is to introduce students to the fundamental principles and processes of the discipline, enabling them to approach studio work from a theoretically informed perspective. The module aims to improve students' awareness of the issues that determine the usability of a designed interaction. Throughout the module students are introduced to various theories, factors, methods, and tools of Interaction Design. The module focuses on the interdisciplinary nature of Interaction Design, covering topics ranging from psychology and sociology to human factors and engineering.

The module will cover the history and development of the discipline and relationships with fields including Human Computer Interaction (HCI) and User Experience (UX) and will extend to consider topics such as tangible and embodied interaction, augmented reality, computer-supported collaborative work, participatory design, cognitive models of users and others. Throughout the module students will gain an awareness of new application areas and advanced technologies in order to better understand the potential of new and emerging technologies and techniques in the design of future interactive systems and applications. In seminar sessions students will be encouraged to critically evaluate and engage with contemporary debates regarding the social, cultural, economic and political affordances and impacts of existing, new and emerging technologies.

#### **What will I learn?**

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

- Demonstrate knowledge of the history, principles and practice of interaction design
- Describe the main concepts that influence the design of an interactive product, service or system
- Demonstrate awareness of new application areas and advanced technologies
- Demonstrate knowledge and understanding of the principles and practice of user-centred design
- Critically evaluate and engage with contemporary debates regarding the social, cultural,

economic and political affordances and impacts of existing, new and emerging technologies

**How will I learn?**

	<b>HRS/ Semesters</b>
Lectures and Workshops	35
Autonomous Student Learning	65
<b>Total Workload</b>	<b>100</b>

**How will I be assessed?**

	<b>% of Final Grade</b>	<b>Timing</b>
Portfolio of module work	100	End of Semester 1
<b>Total</b>	<b>100</b>	

**What happens if I fail?**

**Resit Opportunities**

End of Semester 1

**Remediation**

If you fail this module you may avail of a resit opportunity or substitute, where permissible

**Am I eligible to take this module?**

**Module Requisites and Incompatibles**

Pre-Requisite: None

Required : None

Co-Requisite: None

Incompatibles: n/a

**Prior Learning**

Requirements: None

Excluded: None

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**