NCAD DUBLIN

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

MODULE DESCRIPTOR

Advanced Skills in Interaction Design **(DESPG1-8)**

Credits	10	**Course**	MA Interaction Design
Level (NQAI Framework)	9	**Faculty**	Design
Stage	1	**Module Coordinator**	Emma Creighton and Marcus Hanratty
Semester	2	**Module Team**	Emma Creighton and Marcus Hanratty

The aim of this module is to extend the students knowledge and skills gained in the Foundation Skills in Interaction Design module in semester one. The module contains a series of lectures and practical, hands-on workshops, which enable students to fully explore advanced principles and practices of interaction design.

Specifically this module will introduce students to skills and knowledge in the areas of service design, physical computing, internet of things, big data, data visualisation. The module will extend the students skills in people-centered research with an emphasis on engaging the user throughout the design process.

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 an advanced understanding of the practice of interaction design
- Work in a user-centred and empathetic manner fluidly involving the user in the design process
- Apply methodologies and techniques in the design of interactive products, interfaces, systems and services
- Competently select and employ various techniques to prototype interactive products, interfaces, systems and services
- Demonstrate awareness of new application areas and advanced technologies
- 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 2
Total	**100**	

What happens if I fail?
Resit Opportunities
End of Semester 2
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: Foundation Skills in Interaction Design Required : Successful completion of year 1 modules (60 credits) or equivalent prior learning Co-Requisite: None 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 2013/14 and is subject to change.	
Interaction Design Studio	Semester 2 (January - May)

For further details on the content of your module and teaching arrangements consult your course handout