COURSE CONTENT

Course Code	DM2000
Course Title	Interactive I
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

Interactive I introduce students to the fundamental principles of interactivity in order for them to be applied to designing interactive art, media, or design projects. You will get an overview of modes of interaction, the core elements of interactivity, input, processing and output, and their relationship to each other, you will explore examples of interactive projects, and analyse the concepts behind them as well as their semiotics and aesthetics. You will gain practical experience in applying this knowledge in developing your own interactive project. This learning will provide a foundation for more advanced studies in DM2007 Interactive 2, and other interactive projects in design and media.

Intended Learning Outcomes (ILO)

By the end of the course, students should be able to:

1. Identify core strategies used to develop a concept for an interactive media project.
2. Demonstrate basic techniques to author interactive media projects.
3. Apply knowledge of developing an interactive media project in a specific context.
4. Reflect on personal strategies used to employ interactivity on a project.
5. Analyze concepts and methods used by peers in making of an interactive project.

Course Content

Modes of interaction
Introduction to the importance of user participation in interactive media. Overview of the modes of interaction including implicit (passive, indirect) and explicit (active, direct) interaction. Identifying the following relational nodes in an interactive media project: user - object, user - user and object - object. Differences between active and passive interaction explored in relationship with semiotics of interaction.

Structure of Interactive project
Analysis of three core elements of the interactive media project: input, processing and output. Introduction to the relationship between these elements and their influence on each other.

Semiotics of Interactive Media
Discussions on meaning of action and participation(input) in relationship with the audio-visual system responses (output) in interactive media projects. Identifying and comparison of processing as another core element with other two (input, output).

Designing interactions and role of prototyping
Identifying and developing conceptual frameworks for an interactive media project. The

importance of the development and design of a project prototype. You will prototype ideas in order to experience your interaction designs before they go to the production stage.

Developing and producing interactive projects
Identifying and project development through the following stages of interactive media production (in chronological order): development of a project demo, adjustment of the project goals and outcomes, production, postproduction.

Class assignments
One core interactive media project that enables students to identify the following parts of an interactive media project: input, processing and output. The medium of project can be, but it is not limited to: interactive object, screen, website, game, projection, performance, soundscape, etc. Developed through self-directed learning with guidance, assisted with lectures, tutorials, class exercises, and peer/instructor feedback sessions.