COURSE CONTENT

Course Code	DM3013
Course Title	Interactive Spaces
Pre-requisites	Nil
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this intermediate to advanced course you will explore approaches to creating interactive spaces in both analogue and digital spheres. You will be introduced to unique and topical contemporary issues in interactive and emerging media with a focus on the dynamics of spatial interaction in media art and design. You will explore and familiarize yourself with issues identified in the course, conduct analysis, develop iterative prototyping and produce an original installation or spatial experience using both analogue and digital materials and technologies. This learning forms a foundation for further studies in environmental interaction and design.

Intended Learning Outcomes (ILO)

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

1. Identify and discuss design methods used to develop spatial interaction in media art and design.
2. Describe case studies of interactive spaces in media art and design.
3. Acquire practice-based research methods in order to conceptualize, design and develop a spatial interaction experience.
4. Present a response in the form of interactive installation or experience in both analogue and digital media that responds to concepts outlined in the course.
5. Develop skills to work effectively in a group, contribute constructively to class discussions and critique for your work and your peers in relation to interactive spaces.

Course Content

In this course you will be required to respond to any one of a broad range of issues on space and interaction. The topics include a range from historical to contemporary and are selected for their immediate relevance in society and culture. These topics include, but are not limited to, spatial perception and interaction, media architecture and space, cinema and space, embedded technologies, performance and installation art, land art, public art, virtual spaces, immersive, augmented and altered spaces. You will work individually and in groups combining studio practice, research and analysis to develop skills and knowledge about creating spatial interactions using analogue and digital media.

You will be required to research specific topics – to analyse and scrutinise from differing points of view so as to understand the context of the issue. Based on your research, you will form a strategy to further your exploration. This will take several routes, depending on the topic and the nature of your response. You will be required to acquire any necessary skills and knowledge in order to continue your investigation, as you work towards a response.

Finally, you will present your response, describing your analysis, strategy, design process, and your proposed solution.

Class structure will vary and is in large part determined by the nature of the topic and the nature of the design response. Some maturity and the ability to work independently is expected in this course.

Class assignments

The base structure for assignments is two major assessment points:

1. Mid-semester presentation – Project 1 Analogue Interactive Space
2. Final Project Presentation and hand-in - Project 2 Digital Interactive Space

Class activities, selected readings and responses, discussions and critique will contribute towards continuous assessment.