

COURSE CONTENT

Course Code	DM3015
Course Title	Interactive Environments
Pre-requisites	DM3013 Interactive Spaces
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this intermediate to advanced course you will focus on interactive environments. Interactive environments expands upon the learning in DM3013 Interactive Spaces, extending the learning to a broader sphere of interaction design that considers the natural and built environment, world-building and immersive experiences designed for a wide public. You will engage with unique and topical contemporary issues in interactive and emerging media with a focus on the dynamics of interactive environments 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 environmental or immersive experience.

Intended Learning Outcomes (ILO)

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

1. Discuss design methods used to develop interactive environments in media art and design.
2. Describe case studies of interactive environments in media art and design.
3. Acquire practice-based research methods in order to conceptualize, design and develop an environmental or immersive experience.
4. Present a design response in the form of environmental or immersive experience that responds to concepts outlined in the course.
5. Collaborate and contribute constructively to group and class discussions and critique of your work and your peers in relation to interactive environments.

Course Content

In this course you will be required to respond to any one of a broad range of issues on interactive environments. 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: augmented and virtual environments, media architecture and urban media art, embedded and ubiquitous technologies, networked art, immersive and altered environments and landscapes. You will work individually and in groups combining studio practice, research and analysis to develop skills and knowledge about creating an environmental or immersive experience.

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 an interactive response.

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

your proposed interactive solution.

Class structure will vary and is in large part determined by the nature of the topic and the nature of the design response. 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: Project Proposal and Prototype
2. Final Project Presentation and hand-in - Project 2: Final Project Response

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