

COURSE CONTENT

Course Code	DN1010
Course Title	Experimental Interaction
Pre-requisites	NIL
No of AUs	3
Contact Hours	39

Course Aims

Experimental interaction introduces students to the basic principles of interaction with media through collaboration, play and group-based projects. The overarching concept of interaction is investigated throughout the course in lectures, readings, and discussion of media art, which accompanies the hands-on projects. Students will be working with digital, networked, and social media, as well as found objects and other materials to explore viewer interaction and peer-to-peer forms of creative play. The course involves a study of DIY (Do it Yourself) and maker culture that better informs an understanding of interdisciplinary and open source thinking critical to the spirit of sharing and collaboration in the arts and design.

Intended Learning Outcomes (ILO)

By the end of this course, you (as a student) would be able to:

1. Apply the fundamental dynamics of collaboration to art and design practice to identify and facilitate the process of conceptualization and creation of group-oriented projects.
2. Work productively with interdisciplinary teams of artists and designers who have varying areas of specialization to integrate skills in the creative process.
3. Creatively apply principles of interactivity in contemporary art and design to develop a deeper understanding of the user experience in new media forms.
4. Through projects, discussion, and readings, gain a critical view of digital and social media to better appraise, analyze and interpret their impact on contemporary culture.
5. Communicate and explain course concepts through written and oral presentations.

Course Content

- **Collaboration and Interaction**
Study interaction design practices in the creation of media projects through group collaboration.
Engage in the creation of group projects that explore narrative as a process of collective narrative.
- **Open Source / Open Culture**
A study of open source ideology and how this form of sharing and collective thinking emerges in the art and design arena.
Study examples of DIY and maker culture that emphasize sharing and transparency in the

creative process.

- **Role of the Viewer**

Overview of viewer engagement through human interaction and social discourse. Understand the changing nature of the interactive design object or artwork in terms of how the viewer has impact and agency on the outcome of the experience.

- **Social Media**

An exploration of social media platforms and how they are used creatively and critically. Reflect on how the individual in contemporary culture is impacted through the everyday, ubiquitous use of social media.

- **Online Technique**

You will work with the Open Source Studio (OSS) Web platform to document their work and ideas, learning techniques of online writing and media documentation. You are taught to better understand how your work as artists and designers is enhanced through a better understanding of the online environment as virtual studio space.