



ADAD2402 Tangible and Embodied Interactions

Term T2, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

This course explores how we can interact with electronic media, through the creation of bespoke physical interfaces and works that go beyond the conventions of the keyboard and mouse - to open up new ways of experiencing, and interacting with digital media, and worlds around and within us. We look at the body as a portal and the interface as prosthesis, amplifier and as transforming mirror.

You will develop your knowledge of working with sensing technologies for controlling audio, visual and/or mechatronic systems, towards the development of an original interactive art or design work, using off-the-shelf components/systems.

Lectures, case-studies and tutorial presentations introduce key precedents and critical issues relating to the conceptualisation and production of interactive artworks, and lab-based workshops and online resources introduce tools and techniques for the creation and presentation of sensor-based interactive artworks.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Discuss and apply theories of affordance, tangible interaction and embodiment.
2. Articulate qualities and dimensions of experience and action afforded by different objects, materials and interactive systems.
3. Research and compare ways that artists, designers and/or creative-technologists have explored the critical and creative potential of the interface and interactivity.
4. Research and experiment with tools and techniques for the manipulation of images, videos and sounds in real-time, using data-flow programming methods.
5. Develop and systematically evaluate a self-devised interactive artwork or design.

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Turnitin - originality checking
- Moodle - learning management system

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Affordance Experiments: Form, Scale and Materiality	30%	Art Studio Work
Assessment Task 2	Body-Focused Interactive Artwork	30%	Project
Assessment Task 3	Final Design and Evaluation	40%	Formal Presentation and Paper

References for this Course

Leganto reading list: https://ap01-a.alma.exlibrisgroup.com/leganto/public/61UNSW_INST/lists/23867618050001731?auth=LOCAL