



DDES2151

Interaction 3: Emerging Applications

Term T3, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

Fully Online Delivery Term 3 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course online.

This advanced course within the Interaction disciplinary studio will introduce you to some of the state-of-the-art emerging applications in interaction design. Throughout the course, you will examine the importance of human physical, social and cognitive abilities to inform the design process. The course focuses on the key emerging technological areas that are transforming current interaction design practice, including artificial intelligence, conversational interfaces, robotic interfaces, and mixed reality environments.

In this course, you will undertake an in-depth project that focuses on one of the identified key emerging technological areas. Your main task is to work through the interaction design process, by building on the concepts, methodologies and technical skills developed in Interaction 1 and 2, to derive design prototypes for a designated theme. In particular, your project will demonstrate an emphasis on relevant human capabilities and their successful integration into your design prototypes.

Course Learning Outcomes

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

1. Analyse and construct key concepts within emerging technological areas that are transforming interaction design, such as mixed reality, artificial intelligence and robotics.
2. Inform the interaction design process with the cognitive, physical and social human capabilities that are relevant to the project and technology.
3. Develop interactive systems in innovative interactive contexts to produce functional prototypes that are adapted to the users' needs and capabilities.
4. Work professionally in a team, applying iterative methods and collaborative tools, to produce design prototypes and solutions.

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Review – Assessment / Feedback Tool
- Microsoft Teams - Teamwork Hub and Group Chat Platform
- Moodle - Learning Management System

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Rapid prototyping	30%	Formal Presentation and Paper
Assessment Task 2	Literature review and proposal	20%	Project Proposal
Assessment Task 3	Interactive prototype	50%	Formal Presentation and Paper

Resources

Books:

Preece, J., Rogers, Y., & Sharp, H. (2015). *Interaction design: beyond human-computer interaction*. 4th Edition, John Wiley & Sons.