Course Code	DM3014
Course Title	Interactive Devices
Pre-requisites	DM2007 Interactive II
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This intermediate level course will introduce you through practice-based learning to an ability to design and implement device-based solutions for the presentation of media content.. This learning forms the foundation for further studies in Interaction Design and Media.

Intended Learning Outcomes (ILO)

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

1. Describe interaction and product design methods used in the design and development of an interactive product or device.
2. Generate interactive product and device concepts using various digital and/or physical media.
3. Apply interaction and product design methods and physical computing to conceptualise, design and develop interactive products or devices.
4. Present your interactive products and devices in a clear and cohesive manner through visual presentations and virtual/ physical objects.
5. Constructively discuss and critique interaction and product design methods and physical computing techniques employed in your own work and the work of your peers.

Course Content

In this course you will learn how to design and develop a device or an interactive product that will serve as a vehicle for any type of media content. This device can take any form and can utilize such media as screen, audio, DVD, physical computing (stepper motors, LED lights, etc.) or any combination thereof. You are encouraged to think of new ways of interaction that challenge existing models in interactive media. You will learn by practically engaging with the material substance of your projects.

Physical Computing
You will receive a basic introduction on how to design a digital object that reacts to analogue and real world settings and what humans can physically do.

Interaction Design/ Interactive Media
You will be introduced to concepts of interaction design, mobile media, and designing for environments/ locations.

Product Design
You will be introduced to the product design process for taking an idea through to execution as a complement to the creation of interactive objects and media, while considering factors such as designing for users and the human body, form giving and refinement of form. You will also

experience how to refine and develop a design concept for physical prototyping/ production and demo purposes.

Class assignments

You will produce creative projects that deal with designing for the human senses and body, interaction with environments, and speculative design. Classes will include mini-lectures, demonstrations, and activities that may be included in the assessment.