

Theorie 3.2 VIAD Aesthetics of Interaction

This seminar proposes an overview of the aesthetics of interaction design from a historical and a sociological perspective.

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Interaction Design > 3. Semester

Nummer und Typ	BDE-BDE-T-VS-3002.18H.001 / Moduldurchführung
Modul	Theorie 3. Semester VIAD
Veranstalter	Departement Design
Leitung	Joëlle Bitton
Zeit	Mo 1. Oktober 2018 bis Mo 17. Dezember 2018 / 8:30 - 10:30 Uhr
ECTS	3 Credits
Voraussetzungen	Attendance to prior theory classes.
Lehrform	Seminar
Zielgruppen	Vertiefungsspezifisches Modul VIAD, 3. Semester
Lernziele / Kompetenzen	This seminar proposes to investigate the aesthetics of interaction design and the mediation of technologies in human perceptions of the world. With notions of cultural contexts, historical overviews, and case studies, we'll discuss the key humanities concepts of representation, action and phenomenology. The students will gain a critical perspective on the tools they use to ensure a stronger appreciation of responsibility and awareness.
Inhalte	The seminar will explore the following aesthetic languages: Generativity, Creative coding, Net Art, Software Art, Performative and live interventions, Public and urban interventions, Game, Virtual and Augmented Realities, Companions and Conversation agents, Speculative and Bio Design, Disruptors. We'll address these aesthetics from the perspective of their origins, legacies and influence on everyday mainstream tools.
Bibliographie / Literatur	Material will be available on the IAD server and listed on the course wiki page.
Leistungsnachweis / Testatanforderung	In order to pass the module, the following aspects must be fulfilled: - Active and regular attendance (80%) and participation. - Preparation of weekly seminar literature - Reflection in a blog - Two-person presentation in the semester - Final Essay
Termine	Every Monday from 1 October until 17 December 2018.
Dauer	8:30 to 10:30
Bewertungsform	Noten von A - F