

Interaction Design Process

This course explores questions and methods that are at the core of interaction design practice.

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Interaction Design > 2. Semester

Nummer und Typ	BDE-VIAD-V-2010.03.19F.001 / Moduldurchführung
Modul	Interaction Design Process
Veranstalter	Departement Design
Leitung	Dr. Joëlle Bitton Nicole Foelsterl Jean-Baptiste Labrune
Zeit	Di 26. März 2019 bis Fr 3. Mai 2019 18 Tage
ECTS	9 Credits
Voraussetzungen	Students should have an interest in process-driven methods and work
Lehrform	Projectwork supported by seminars, workshops, tutorials and self-guided study.
Zielgruppen	Compulsory module for 2nd semester Interaction Design students
Lernziele / Kompetenzen	Students learn about interaction design methods and how to structure the design process for different projects or levels of development. They develop design concepts for a product, a service or an event. Following different design phases of observation, creation, and evaluation we will discuss and apply situated and people-centered methods with creative design practice (eg. bodystorming, context analysis, video scenarios, prototypes). In addition, inputs will be given about video production (narrative, shooting and editing techniques).
Inhalte	Interaction design methods, people-centred design, contextual inquiry, scenario building, video shooting and post-production.
Bibliographie / Literatur	In correlation with the Interaction Design Method class.
Leistungsnachweis / Testatanforderung	80% Attendance Final project submitted and documented Journal documentation
Termine	26.03.2019 - 03.05.2019
Dauer	18 days
Bewertungsform	Noten von A - F