

Embodied Interaction

Embodied Fabrication

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Interaction Design > 5. Semester

Nummer und Typ	BDE-VIAD-V-5020.06.22H.001 / Moduldurchführung
Modul	Embodied Interaction
Veranstalter	Departement Design
Leitung	Dr. Joëlle Bitton David Wollschlegel
Zeit	Di 15. November 2022 bis Fr 23. Dezember 2022
ECTS	7 Credits
Lehrform	Students will be mentored through various conceptual and technical skills to realise this project.
Zielgruppen	Pflichtmodul für Interaction Design, 5. Semester
Lernziele / Kompetenzen	Development and execution of an individual or group project within the scope of Embodied Interaction.
Inhalte	Examination and speculation of technologies relevant to Embodied Interaction such as: mobile computing, wearable interfaces, location-based interactions and digital fabrication. This examination covers societal, ethical and social influences. This year's course covers the theme of Embodied Interaction for Digital Fabrication. Topics may include: • material intimacy • processes of fabrication / physical interactions that impact digital fab • physical position towards machine / proximity • wearability • personal data • performative aspects
Bibliographie / Literatur	Paul Dourish , Where The Action Is: The Foundations of Embodied Interaction, http://www.dourish.com/embodied/ Additional material is indicated on the wiki page of the course.
Leistungsnachweis / Testatanforderung	80% Attendance In-class assignments Blog Documentation Final Project
Termine	15.11.2022 - 23.12.2022
Dauer	24 Tage
Bewertungsform	Noten von A - F