NCAD DUBLIN

National College of Art and Design
A Recognised College of University College Dublin

MODULE DESCRIPTOR

Designing for Interaction **(Module Code)**

Credits	5	Course	MA Interaction Design
Level (NQAI Framework)	9	Faculty	Design
Stage	1	Module Coordinator	Emma Creighton and Marcus Hanratty
Semester	2	Module Team	Emma Creighton and Marcus Hanratty

This module builds upon the Interaction Design Fundamentals module in Semester 1 and aims to further deepen the student's knowledge in the theory and practice of the discipline. The module aims to advance the student's critical awareness and understanding of Interaction Design by engaging them in critical discussion and debates through workshop and peer-led seminar sessions.

A key component of the module is to prepare students for the Design Studio Major Project. Throughout the module development of the Major Project is supported through various practical and hands-on sessions. Students will become familiar with the various areas and pathways within Interaction Design and be supported to identify and develop their own individual pathway. In doing so students will frame a proposal for the Major Project to support them in achieving their goals. During the semester students will also begin their research and investigation for their project.

What will I learn?

On successful completion of this module students will be able to:
- Demonstrate knowledge of the history, principles and practice of interaction design
- Demonstrate awareness of new application areas and advanced technologies
- Understand the potential of new and emerging technologies and techniques in the design of future interactive systems and applications
- Critically evaluate and engage with contemporary debates regarding the social, cultural, economic and political affordances and impacts of existing, new and emerging technologies
- Construct a proposal and timeline for a project
- Conduct a review of literature and cognate creative work which contributes to a body of practical work

How will I learn?

	HRS/ Semesters
Seminars and workshops	35
Autonomous Student Learning	65
Total Workload	100

How will I be assessed?		
	% of Final Grade	**Timing**
Seminar Project	30	Duration of module
Project Proposal	70	End of Semester 2
Total	**100**	

What happens if I fail?

Resit Opportunities

End of Semester 2

Remediation

If you fail this module you may repeat, resit, or substitute where permissible

Am I eligible to take this module?

Module Requisites and Incompatibles

Pre-Requisite: Interaction Design Fundamentals

Required : Successful completion of year 1 modules (60 credits) or equivalent prior learning

Co-Requisite: None

Incompatibles: n/a

Prior Learning

Requirements: None

Excluded: None

Recommended: Should be prepared to participate fully in all course activities including visits

When and where is this module offered?

Timetabling information is displayed only for guidance purposes, relates only to 2015/16 and is subject to change.

Fine Art Studios	Semester 2 (January – January)

For further details on the content of your module and teaching arrangements consult your course handout