

Course Title: **Interaction Design Practice I**

Course Code: **INRD511**

Descriptor Start Date: **01/01/2023**

POINTS: **30.00**

LEVEL: **5**

PREREQUISITE/S: **DESN511**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

## LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

**Total learning hours: 300**

## PRESCRIPTOR

Introduces and explores core principles, processes, and techniques for Interaction Design, alongside fundamental theories and contexts. Establishes Interaction Design practice within a creative studio environment.

## LEARNING OUTCOMES

1. Apply creative, and iterative design processes and techniques in interaction design practice.
2. Explore and discuss fundamental design theories and contexts in relation to interaction design practice.
3. Synthesise ideas and concepts using appropriate media, materials and technologies to effectively communicate outcomes through a range of media and approaches.
4. Contribute to a cooperative studio environment underpinned by the guiding principles of mātauranga Māori (Māori-knowledge of the Māori world).

**Disclaimer: Course descriptors may be amended between teaching periods/semesters**

## CONTENT

- Introductory user experience (UX) and user interface (UI) frameworks and processes including prototyping, idea analysis and user experience research methodologies.
- Foundational UX and UI principles, information architecture, design systems and technologies.
- Visual conventions, style specific variables, techniques and creativity processes for interaction design practice
- Organisational and time management skills to the design practice.
- Theoretical and historical concepts to contextualise knowledge and perspectives in interaction design practice, informed through written and oral presentations.
- Exercises and design projects are oriented to personal and whānau or familial context in interaction design and the integration of theoretical and practical learning.

## LEARNING & TEACHING STRATEGIES

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

## ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Formative Assessment	0.00	1 - 4
Interaction Design Project	100.00	1 - 4

### Grade Map

#### MAP1

A+ A A- Pass with Distinction  
B+ B B- Pass with Merit  
C+ C C- Pass  
D Fail

### Overall requirement/s to pass the course:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

## LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

**For further information, contact:** Te Ara Auaha - Faculty of Design & Creative Technologies

**Principal Programme:** AK3619, Bachelor of Design Te Tohu Paetahi mō te Hoahoa

**Related Programme/s:** AK3352

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