

Course Title: **Interaction Design Practice III**

Course Code: **INRD612**

Descriptor Start Date: **01/01/2024**

POINTS: **30.00**

LEVEL: **6**

PREREQUISITE/S: **INRD511**

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

Deepens knowledge of interaction design practice through further investigation of processes and techniques. Exploration of critical theories and concepts specific into interaction design practice. Further extension is made of interaction design practice within a creative and collaborative studio environment.

LEARNING OUTCOMES

1. Investigate and deploy a range creative design processes and practices.
2. Identify, explore and discuss relevant critical theories and contexts in relation to interaction design practice.
3. Evaluate and synthesise ideas and concepts using a range of media, materials, and technologies to deepen the development of interaction design practice.
4. Apply a range of selected communication approaches and strategies to support a cooperative, collaborative studio environment.

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

CONTENT

- Advanced prototyping practices, frameworks, and analysis and integration of user response mechanisms to reframe concepts.
- Advanced graphic design strategies for interface, brand development and asset management.
- Connecting theoretical and contextual perspectives within interaction design practice, through written and oral presentations.
- Creating shared studio frameworks to support effective communication, teamwork and co-working environments.
- Design projects are oriented to the public bicultural context of Aotearoa New Zealand and focus on active co-operation between designers and communities to generate discussion and foster affirmative actions.

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:

Submit all summative assignments and obtain a minimum C- 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: ICE1
INEXCH1
SABRD1

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