**STUDY PROGRAM
INTERACTIVE MEDIA (Bachelor of Arts)**

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Module Human and Machine

Teaching Subject: Interaction Design

Credit points: 8
Contact hours: 6

Modul contents

Interaction design according to usability aspects:
- Using a concrete example, media-specific particularities and specific features of the preparation of content for interactive presentation formats and compare them with other forms of presentation.
- Students prepare individual elements and navigation aids, develop various interaction structures and evaluate them.

Learning/qualification objectives:

Knowledge:
- Students are aware of the framework conditions, requirements and principles for designing interactive media. These have been tried out and applied in practice in an example project.

Skills:
- The students have practised preparing and structuring a given and structure a given subject area according to the medium and design a user interface.

Competences:
- Students understand the specific qualities of linear
and interactive forms of presentation and know how to use them in a targeted manner.