STUDY PROGRAM
INTERACTIVE MEDIA (Bachelor of Arts)

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Module Human and Machine

Teaching Subject: Interface Design

Credit points: 8
Contact hours: 6

Modul contents

The contents vary with the topics,

announced at the beginning of the semester.

Typical topics are

- Interface design

- Information design, data visualisation and mapping

- Computational design

- service design

Learning/qualification objectives:

Students receive an overview of:

- Principles of interface design

- Creative coding and prototyping

- Cross-media design and creativity techniques

- Analogue and digital design tools

Students are able to

- independently prototype design tasks using analogue and digital design tools

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- apply basic design and creativity techniques

- experimentally and procedurally realise tasks through prototypes and design variants

- critically analyse and visualise non-linear processes

Students can

- apply the principles of interface design in a targeted manner

- independently and critically analyse interactive artistic works and categorise them

- present interactive-artistic works in a media-appropriate manner, argue and document