Course Code | DM2000
---|---
Course Title | Interactive I
Pre-requisites | NIL
No of AUs | 3
Contact Hours | 39 hours studio contact

Course Aims

Interactive I introduce students to the fundamental principles of interactivity in order for them to be applied to designing interactive art, media, or design projects. You will get an overview of modes of interaction, the core elements of interactivity, input, processing and output, and their relationship to each other, you will explore examples of interactive projects, and analyse the concepts behind them as well as their semiotics and aesthetics. You will gain practical experience in applying this knowledge in developing your own interactive project. This learning will provide a foundation for more advanced studies in DM2007 Interactive 2, and other interactive projects in design and media.

Intended Learning Outcomes (ILO)

By the end of the course, students should be able to:

1. Identify core strategies used to develop a concept for an interactive media project.
2. Demonstrate basic techniques to author interactive media projects.
3. Apply knowledge of developing an interactive media project in a specific context.
4. Reflect on personal strategies used to employ interactivity on a project.
5. Analyze concepts and methods used by peers in making of an interactive project.

Course Content

Modes of interaction
Introduction to the importance of user participation in interactive media. Overview of the modes of interaction including implicit (passive, indirect) and explicit (active, direct) interaction. Identifying the following relational nodes in an interactive media project: user - object, user - user and object - object. Differences between active and passive interaction explored in relationship with semiotics of interaction.

Structure of Interactive project
Analysis of three core elements of the interactive media project: input, processing and output. Introduction to the relationship between these elements and their influence on each other.

Semiotics of Interactive Media
Discussions on meaning of action and participation(input) in relationship with the audio-visual system responses (output) in interactive media projects. Identifying and comparison of processing as another core element with other two (input, output).

Designing interactions and role of prototyping
Identifying and developing conceptual frameworks for an interactive media project. The
importance of the development and design of a project prototype. You will prototype ideas in order to experience your interaction designs before they go to the production stage.

**Developing and producing interactive projects**
Identifying and project development through the following stages of interactive media production (in chronological order): development of a project demo, adjustment of the project goals and outcomes, production, postproduction.

**Class assignments**
One core interactive media project that enables students to identify the following parts of an interactive media project: input, processing and output. The medium of project can be, but it is not limited to: interactive object, screen, website, game, projection, performance, soundscape, etc. Developed through self-directed learning with guidance, assisted with lectures, tutorials, class exercises, and peer/instructor feedback sessions.

**Assessment (includes both continuous and summative assessment)**

<table>
<thead>
<tr>
<th>Component</th>
<th>ILO Tested</th>
<th>Programme LO</th>
<th>Weighting</th>
<th>Team/ Individual</th>
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</thead>
<tbody>
<tr>
<td>Continuous Assessment</td>
<td>1,2</td>
<td>--</td>
<td>30</td>
<td>Individual</td>
</tr>
<tr>
<td>Ideation and concept development</td>
<td></td>
<td></td>
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<tr>
<td>Project Demo</td>
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<tr>
<td>Final Project:</td>
<td>1,2,3,4</td>
<td>--</td>
<td>50</td>
<td>Individual</td>
</tr>
<tr>
<td>Interactive media project</td>
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<tr>
<td>Continuous Assessment: Participation</td>
<td>5</td>
<td>--</td>
<td>20</td>
<td>Individual</td>
</tr>
<tr>
<td>Total</td>
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<td>100%</td>
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</table>

**Reading and References**


**Course Policies and Student Responsibilities**

(1) General
You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU’s approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU’s shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the academic integrity website for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subject to adjustment by instructor according to the teaching situation, students’ progress, public holidays and unforeseeable circumstances. A revised schedule will be issued to students at the start of the semester.

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
<th>Course LO</th>
<th>Readings/ Activities</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Modes of interaction</td>
<td>1,2, 3, 5</td>
<td>Introductory Lecture</td>
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<tr>
<td></td>
<td>Introduction to the importance of user participation in interactive media. Overview of the modes of interaction including implicit (passive,</td>
<td></td>
<td>In-class discussion on personal favourites in interactive media</td>
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<td></td>
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<td></td>
<td>Assigned Project 1:</td>
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<td></td>
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<td></td>
<td>Develop a concept for an interactive</td>
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</table>
 indirect) and explicit (active, direct) interaction. Identifying the following relational nodes in an interactive media project: user - object, user - user and object - object. Differences between active and passive interaction explored in relationship with semiotics of interaction.

| 2-3 | Structure of Interactive project | 1,2, 3, 5 | Lectures on Interactive media structure: input, processing, output.
Presentation of the first project.
Critique and feedback. Discussion on modes of interaction. Identifying feasibility of the project and potential to be developed during one semester. Visualizing the concept and understanding the importance of prototyping.
Assigned Project 2:
Develop a prototype for the selected interactive media project idea
Presentation of the prototype
Critique and feedback.
Discussion on possibilities of making this into a real project.

| 4-8 | Semiotics of Interactive Media | 1, 2, 3, 5 | Lectures on:
- Art and technology projects
- Experimental approach to art making
- New Media Art
In-class exercise Concept development in a team. Swap your project ideas and modifying them based on your personal interest
Assigned Project:
Project 2: Project Prototype based on your concept, create a project prototype which will visualize your idea.

This project can be executed with the use of any analog as well as digital media/tools.

Project consultation Concept development

**Designing interactions and role of prototyping**
Identifying and developing conceptual frameworks for an interactive media project. The importance of the development and design of a project prototype. Student will prototype their ideas in order to experience their interaction designs before they go to the production stage.
<table>
<thead>
<tr>
<th>Date</th>
<th>Activity</th>
<th>Details</th>
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<tbody>
<tr>
<td>9-13</td>
<td>Developing and producing interactive projects</td>
<td>Identifying and project development through the following stages of interactive media production (in chronological order): development of a project demo, adjustment of the project goals and outcomes, production, postproduction. Identifying the importance of self-directed approach.</td>
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<tr>
<td></td>
<td>Continuous review of final assignment through various stages of completion</td>
<td>Throughout the last 5 weeks of the semester the final assignment will be subject to review through its various stages of completion. This will be carried out in class presentations by students and will allow for a peer-review-based examination of the works in progress. In this highly interactive process you will learn through and from the work of your peers and the advice offered by the lecturer. These reviews will take all previously learned concepts into account and test the students in terms of their understanding of applying these to practice.</td>
</tr>
</tbody>
</table>
|      | Lectures on: | - Variability, transcoding, automatization  
- Computational Aesthetics |
|      | In-class exercise | Swap your projects |
|      | Continuous review | Final assignment |
|      | Assigned Projects | Project 3 Final assignment: Complete interactive media project which demonstrates user to user, user-object, or object to object interaction. Based on original concept. Continuous assessment and feedback throughout production. This project can be executed with the use of any analog as well as digital media/tools. |
|      | Student Presentations | on final assignment with critique and feedback |

**Student Presentations on assigned projects.**