

## COURSE MODULE OUTLINE

### General information

<b>SCHOOL</b>	School of Applied Arts and Sustainable Design	
<b>PROGRAM COURSE</b>	Interaction Generative Design	
<b>LEVEL OF STUDY</b>	Postgraduate	
<b>COURSE UNIT CODE</b>	<b>IGD50</b>	
<b>COURSE TITLE</b>	Interactive Design Theory	
<b>INDEPENDENT TEACHING ACTIVITIES</b> <i>in case credits are awarded for separate components/parts of the course, e.g. in lectures, laboratory exercises, etc. If credits are awarded for the entire course, give the weekly teaching hours and the total credits</i>	<b>WEEKLY TEACHING HOURS</b>	<b>CREDITS</b>
Weekly teaching hours: 21-22 hours per week X 13 weeks	287	10
<i>Add rows if necessary. The organization of teaching and the teaching methods used are described in detail under section 4</i>		
<b>COURSE TYPE</b> Compulsory, Optional, Optional mandatory	Compulsory	
<b>PREREQUISITE COURSES:</b>		
<b>LANGUAGE OF INSTRUCTION AND EXAMS:</b>	English	
<b>THE COURSE IS OFFERED TO ERASMUS STUDENTS</b>		
<b>COURSE WEBSITE (URL)</b>	<a href="https://www.eap.gr/en/diadrastikos-algorithmikos-sxediasmos/diadrastikos-algorithmikos-sxediasmos-thematikes-enotites/#igd50">https://www.eap.gr/en/diadrastikos-algorithmikos-sxediasmos/diadrastikos-algorithmikos-sxediasmos-thematikes-enotites/#igd50</a> Κάθε ΘΕ έχει επιπλέον τον δικό της χώρο στον ψηφιακό χώρο εκπαίδευσης του ΕΑΠ ( <a href="http://courses.eap.gr">http://courses.eap.gr</a> ), με ελεγχόμενη πρόσβαση (χρήση κωδικού) για φοιτητές και διδακτικό προσωπικό.	

### (2) LEARNING OUTCOMES

### **Learning Outcomes**

The course learning outcomes, specific knowledge, skills and competences of an appropriate (certain) level, which students will acquire upon successful completion of the course, are described in detail. It is necessary to consult:

#### **APPENDIX A**

- Description of the level of learning outcomes for each level of study, in accordance with the European Higher Education Qualifications' Framework.
- Descriptive indicators for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and

#### **APPENDIX B**

- Guidelines for writing Learning Outcomes

Students will be able to:

- Know the meaning, basic principles and parameters of interaction in the context of computer science, social sciences and studies in human communication.
- Analyze examples of relevant interactive systems.
- Understand the terms of an advantageous interaction and the parameters of its achievement.
- Get to know the perceptual aspects, potential and limitations of inhabiting interactive environments.
- Understand the basic principles of application of the above methodologically and practically in interactive design.

### **General Competences**

Taking into consideration the general competences that students/graduates must acquire (as those are described in the Diploma Supplement and are mentioned below), at which of the following does the course attendance aim?

Search for, analysis and synthesis of data and information by the use of appropriate technologies,

Adapting to new situations

Decision-making

Individual/Independent work

Group/Team work

Working in an international environment

Working in an interdisciplinary environment (Other.....citizenship, spiritual freedom, social

Introduction of innovative research

Project planning and management

Respect for diversity and multiculturalism

Environmental awareness

Social, professional and ethical responsibility and sensitivity to gender issues

Critical thinking

Development of free, creative and inductive thinking

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awareness, altruism etc.) .....

Search for, analysis and synthesis of data and information by the use of appropriate technologies

Adapting to new situations

Decision-making

Individual/Independent work

Working in an international environment

Introduction of innovative research

Critical thinking

Development of free, creative and inductive thinking

### (3) COURSE CONTENT

The aim of this thematic unit is to understand the concept, basic principles, and parameters of interaction, in the context of computer science (human-computer interaction), the social sciences and the study of human communication (human-to-human interaction). Students study the properties of advantageous interactive systems in the context of a human-computer interface system, as well as the perceptual parameters of inhabiting interactive environments so that they can then apply these parameters onto their design methodology.

- Interaction in the context of digital media and systems
- Situated and conversational interaction
- Symmetry and asymmetry in interaction
- Conditions for an advantageous interaction
- Interaction in the built space
- The interactive and the transformable
- Human-centered perspectives in interaction design
- Perceptual and phenomenological aspects in interactive environments
- Inhabiting interactive environments

### (4) TEACHING METHODS--ASSESSMENT

<b>MODES OF DELIVERY</b> <i>Face-to-face, in-class lecturing, distance teaching and distance learning etc.</i>	Distance teaching and distance learning.	
<b>USE OF INFORMATION AND COMMUNICATION TECHNOLOGY</b> <i>Use of ICT in teaching, Laboratory Education, Communication with students</i>	<ul style="list-style-type: none"> <li>• Using Webex video conferencing platform for lessons</li> <li>• Multimedia material (Videos, Slides, Word files, Exercises).</li> <li>• PowerPoint presentations with a wide variety of dynamic interactive files.</li> </ul>	
<b>COURSE DESIGN</b> <i>Description of teaching techniques, practices and methods: Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, Internship, Art Workshop, Interactive teaching, Educational visits, projects, Essay writing, Artistic creativity, etc.</i>	<b>Activity/Method</b>	<b>Semester workload</b>
	3 OSS (* 4 hours)	12
	Self-assessment exercises	40
	Module activities	18
	Preparation of Assignments (3 assignments * 10 hours)	30
	Examination	3

<p><i>The study hours for each learning activity as well as the hours of selfdirected study are given following the principles of the ECTS.</i></p>	<p>Individual study</p>	<p>184</p>
	<p><b>Total module workload (hours)</b></p>	<p>287</p>
<p><b>STUDENT PERFORMANCE EVALUATION/ASSESSMENT METHODS</b></p> <p><i>Detailed description of the evaluation procedures:</i></p> <p><i>Language of evaluation, assessment methods, formative or summative (conclusive), multiple choice tests, short- answer questions, open-ended questions, problem solving, written work, essay/report, oral exam, presentation, laboratory work, other.....etc.</i></p> <p><i>Specifically defined evaluation criteria are stated, as well as if and where they are accessible by the students.</i></p>	<p>Elaboration of three (3) written assignments during the semester: Short- answer questions / Open-ended questions / written work / Essay/report. To participate in the final exam, it is mandatory to submit at least two of the three assignments and the total grade in the assignments must be at least 20 out of 100.</p> <p>Final written exam: Short- answer questions / Open-ended questions / written work / Essay/report / Multiple choice tests</p> <p>Language of evaluation: English</p> <p>These criteria are derived from the HOU Study Regulations (<a href="https://www.eap.gr/wp-content/uploads/2022/03/kanonismos-spoudwn-isxys-apo-to-didaktiko-etos-2022-2023.pdf">https://www.eap.gr/wp-content/uploads/2022/03/kanonismos-spoudwn-isxys-apo-to-didaktiko-etos-2022-2023.pdf</a>) and are posted, both on the website of the Foundation (<a href="https://www.eap.gr/education/odigos-spoudwn-eap/">https://www.eap.gr/education/odigos-spoudwn-eap/</a>), and on the Digital Education Page (courses) of the unit.</p>	

##### **(5) SUGGESTED BIBLIOGRAPHY:**

*- Suggested bibliography*

1. Yiannoudes, Socrates. Architecture and Adaptation: From Cybernetics to tangible computing. London/NY: Routledge, 2016. (book)
2. Murray, Janet. Principles of interaction design as a cultural practice. Cambridge, London: The MIT press, 2012. (e-book)
3. Melendez, Frank. Drawing from the model – Fundamentals of Digital Drawing 3D modelling and visual programming in Architectural Design. Hoboken NJ: Wiley, 2019. (e-book)
4. Ng, Rashida, Patel, Sneha (eds.). Performative materials in Architecture and Design. Bristol UK / Chicago USA: Intellect/The University of Chicago Press, 2013. (e-book)
5. Schumacher, Michael, Schaeffer, Oliver and Vogt, Michael-Marcus. Move: Architecture in motion-Dynamic Components and Elements. Basel/Berlin/Boston: Birkhäuser 2010. (e-book)
6. Kretzer, Manuel, and Ludger Hovestadt. Alive: Advancements in Adaptive Architecture. Basel/Berlin/Boston: Birkhäuser, 2014. (e-book)
7. Peters, Brady, and Peters, Terri (eds.). Inside Smart Geometry – Expanding the architectural possibilities of Computational design. Chichester UK: Wiley, 2013. (e-book)