

Interaction Design Wiki



Bachelor Courses

[BA Interaction Design Overview](#)

1. Semester: Interaction Design Basics

[Inter-Action Design](#)
[Bits & Atoms 1](#)
[Designing Object / Experience](#)
[Interaction Narratives](#)
[Creative Coding](#)
[Reactive Signs](#)
[Physical Computing](#)

2. Semester: Human-Centered Design

[Interaction Design Methods](#)
[Bits & Atoms II](#)
[Interaction Design Process](#)
[Graphical User Interface II](#)
[Webtechnologies](#)

3. Semester: Aesthetic Exploration

[Aesthetics of Interaction](#)
[Bits & Atoms III](#)
[Soft Architecture](#)
[Data Visualization](#)
[Robotics / AI](#)

4. Semester: Spaces and Services

[Design, Technology & Society](#)
[Bits & Atoms IV](#)
[Spatial Interaction](#)
[Service Design](#)

5. Semester: Embodied and Situated Interaction

[Sweet Dreams Are Made of This](#)
[Mobile User Interface](#)
[Free Flow Retreat](#)
[Embodied Interaction](#)
[BA Thesis Concept Seminar](#)

6. Semester: Thesis

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[Field Trip](#)

Other

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[Tuesday Eve Bash](#)
[Sonic Interaction Design](#)
[Digital Fabrication](#)

Master Courses

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1. Semester: Explore

[Inter-Action](#)
[Emerging Technologies](#)
[Interaction Research 1](#)
[Inter-Action Design](#)
[Design Research Introduction & Methods](#)
[Junior Design Research Conference](#)

2. Semester: Cultivate

[Ecological Interactions](#)
[Interaction Research 2](#)
[Environment, Society, Technology](#)
[Study Trip](#)
[Design Process 2](#)
[Design Research Methods](#)
[Media Production & Workshop](#)
[Introduction](#)

3. Semester: Prototype

[Thesis Development 1](#)
[Inter-Action Design](#)
[More-than-Human Design](#)
[Junior Design Research Conference](#)

4. Semester: Manifest

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Other

[Reader](#)

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Technology

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General

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