

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 Concept Seminar](#)

6. Semester: Thesis

[Bachelor Thesis](#)
[Field Trip](#)

Other

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

Master Courses

[MA Interaction Design Overview](#)

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

Thesis Development 2
Master Thesis

Other

Reader

Knowledge Base

Technology

- ✂ Electrical Engineering
- ☐ Computer Vision
- ☐ Programming
- ⚙ Systems Engineering
- ☐ Web Development
- ☐ Design Tools
- ☐ Biodesign

General

- ☐ Student Handbook
- ☐ Summer Reader

Internal

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