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
Studio 4, Inter-Action Design
Theory 3, More-than-Human Design
Junior Design Research Conference

4. Semester: Manifest

Thesis Development 2
Master Thesis

Other

Reader

`Monospaced Text`

Knowledge Base

Technology

electrical_engineering
 Computer Vision
 Programming
⚙ Systems Engineering
 Web Development
 Design Tools
 Biodesign
 Digital Research Tools

General

 Student Handbook
 Summer Reader

 Internal

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