

# 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](#)

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## 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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