

Course name: 302 “Interaction Design” [9 ECTS]

Manager: Cécile Le Prado; Lecturer associated with Cnam CEDRIC

Description: The aim of this unit is to get students out of the standard video games framework. It comprises two workshops. The seminar ‘Playability in the City’ involves creating a game in 4 to 5 days which is semantically and physically situated in the city. This seminar also aims to encourage joint reflection and experimentation with art school students. The seminar ‘smart objects’ involves developing an interactive physical device, drawing on the one hand on the resources of the FabLab Angoulême and, on the other hand, on Arduino technology and software. It raises awareness among students of the accessibility of an interactive device. Each workshop involves phases of specification, production and delivery.

Prerequisites:

Learning: Understanding and practicing the interaction design process in various fields, ranging from urban interactive installation to the video game, and from smart objects to particular accessibility situations.

Assessment methods:

Session 1

- Continuous assessment [100% of the overall mark]

Session 2

- Individual analysis of a case study [100% of the overall mark]