

Description

This module enables students to:

- Reflect on various forms of writing for interactive devices as well as an analysis and practical use of digital or analogue media.
- Explore concepts of interaction between humans, machines and systems, the user experience and the architecture of information.

Detailed objectives

- Understand the various interpretations of the concept of interactive systems.
- Have an aesthetic, historic and prospective vision of interactive entertainment systems.
- Know how to analyse various interactive works aimed at the general public (video games, artistic installation, transmedia, etc.).

Assessment methods

Session 1

Continuous assessment [100% of the overall mark]

Session 2

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