

COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDER GRADUATE		
COURSE CODE	POL 214	SEMESTER	5th
COURSE TITLE	INTERACTIVE DESIGN		
INDEPENDENT TEACHING ACTIVITIES <i>if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits</i>		WEEKLY TEACHING HOURS	CREDITS
Theory		2	2
Laboratory		2	3
The organisation of teaching and the teaching methods used are described in detail at (d).		4	5
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Specialized general knowledge / Skills development		
of multimedia application <ul style="list-style-type: none"> implement a graphic design choose among alternative users/receivers/respond complete a software development reshape every possible scenario and software development 	(optional) <ul style="list-style-type: none"> Basic principles of Cultural Theory Basic knowledge of Software Development Basic knowledge of Software Development for Multimedia Applications Cultural Representation Basic principles of graphic design 		
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	Yes, in English		
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131370/		

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

Upon completion of the course, students will be able to:

- Understand the basic theories and principles of interactive design, and view them through the lens of the humanities and social studies.
- Examine, evaluate, and select cultural data for presentation, and shape data structures according to the content to be represented.
- Develop alternative scenarios for displaying specific data to various multimedia presentations.
- Implement a prototype design of the application that highlights and effectively communicates the content.
- Choose scenarios that best meet the requirements of the target audience/users.
- Design and implement a digital application based on the above principles.

<ul style="list-style-type: none"> Adapt each scenario in accordance with the requirements of the application's prototype design. Collaborate at all stages leading to the selection, analysis, processing, production, and presentation of digital cultural content. 	
General Competences <i>Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?</i>	
<i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i> <i>Adapting to new situations</i> <i>Decision-making</i> <i>Working independently</i> <i>Team work</i> <i>Working in an international environment</i> <i>Working in an interdisciplinary environment</i> <i>Production of new research ideas</i>	<i>Project planning and management</i> <i>Respect for difference and multiculturalism</i> <i>Respect for the natural environment</i> <i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i> <i>Criticism and self-criticism</i> <i>Production of free, creative and inductive thinking</i> <i>.....</i> <i>Others...</i> <i>.....</i>
<ul style="list-style-type: none"> Working in an interdisciplinary environment Production of free, creative and inductive thinking Working independently Practice Critical Thinking Προαγωγή της ελεύθερης, δημιουργικής και επαγωγικής σκέψης Team work Respect for difference and multiculturalism Showing social, professional and ethical responsibility and sensitivity to gender issues Criticism and self-criticism 	

(3) SYLLABUS

<p>The course focuses on the basic theories and principles of interactive design with the objective of applying informed interaction design to present cultural content in an attractive way. While the course content is connected to the theoretical and methodological principles of the "Cultural Representation" course from the 4th semester, it stands alone as an independent teaching unit. Key areas of emphasis include:</p> <p>a) Identifying and selecting elements that prominently signify a cultural practice, an object, a collection of objects, etc., b) (Re)combining these specific elements to create an initial presentation scenario, c) Adapting this scenario into a final form. This adaptation considers specific design standards as well as feasibility issues for the development of the final interactive application which ultimately shape the dissemination of the cultural content, d) Utilizing elements of the scenario and design standards to attract a specialized audience/users of the produced application (if required and is possible).</p>

(4) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Use of ICT in teaching, communication with students and for laboratory education.	
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching,</i>	Activity	Semester workload
	Lectures (2 h X 13 lectures per semester)	26 h
	Processing and understanding each lecture 2 h X 13 lectures	26 h

<p><i>educational visits, project, essay writing, artistic creativity, etc.</i></p> <p><i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i></p>	Laboratory and completion of a project (100% of the final grade) 6 h X 13 meetings with the teaching stuff	78 h
	Course total	130 h
<p>STUDENT PERFORMANCE EVALUATION</p> <p><i>Description of the evaluation procedure</i></p> <p><i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i></p> <p><i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i></p>	<p>Completion of a project delivered in the form of an application. The project is supervised and assessed at all stages of the relevant process: concept, scenario, implementation and problems in implementation, scenario restructuring to address problems in implementation (100% of the final grade)</p> <p>Students are familiar with the evaluation criteria during the initial course lecture at the beginning of the semester and are stored throughout the semester in the course's area in eclass (https://eclass.aegean.gr/courses/131370/)</p>	

(1) ATTACHED BIBLIOGRAPHY

GREEK

Παπαγεωργίου, Δ., Μυριβήλη, Ε., & Μπουμπάρης, Ν. (2006). Πολιτιστική αναπαράσταση. Αθήνα: Κριτική.

Barthes R. (1988). Εικόνα -Μουσική-Κείμενο. Αθήνα: Πλέθρον.

ENGLISH

Cranny-Francis, A. (2005). *Multimedia: Texts and contexts*. London: Sage Publications.

Crawford, C. (2003). *The art of interactive design*. San Francisco: No Starch Press.

Dade-Robertson, M. (2011). *The architecture of information: Architecture, interaction design and the patterning of digital information*. London: Routledge.

Manovich, L. (2001). *The language of new media*. Cambridge, MA: MIT Press.

Martinec, R., & van Leeuwen, T. (2009). *The language of new media design: Theory and practice*. London: Routledge.

Matrix, E. S. (2006). *Cyberpop: Digital lifestyles and commodity culture*. London: Routledge.

Mechant, P., & Van Looy, J. (2014). Interactivity. In M.-L. Ryan, L. Emerson, & B. J. Robertson (Eds.), *The Johns Hopkins guide to digital media* (pp. xx-xx). Johns Hopkins University Press.

Preece, J., Sharp, H., & Rogers, Y. (2015). *Interaction design: Beyond human-computer interaction* (4th ed.). Wiley. ISBN: 9781119088790.

Svanaes, D. (2000). *Understanding interactivity: Steps to a phenomenology of human-computer interaction*. Trondheim, Norway: NTNU.

