



DM2000 Interactive 01

Eligibility: ADM

Tay Siang Kuang Brandon (Part-Time Faculty)

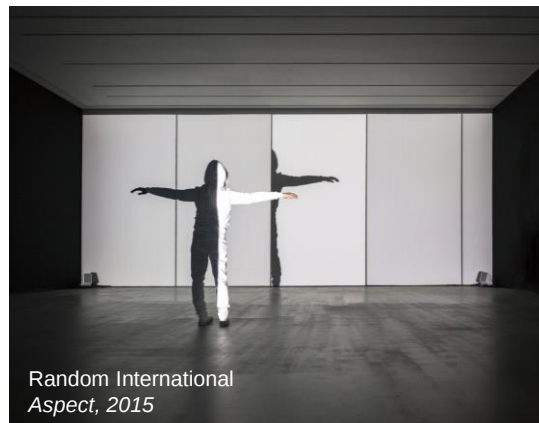
G01 (63400): Thursdays, 1630 - 1930 at ART-01-11A



Alva Noto & Markus Heckmann
Unitxt, 2009



Scott Snibbe
Boundary Functions, 1998



Random International
Aspect, 2015

Interactive I introduce students to the fundamental principles of interactivity in order for them to be applied to designing interactive art, media, or design projects. You will get an overview of modes of interaction, the core elements of interactivity, input, processing and output, and their relationship to each other, you will explore examples of interactive projects, and analyse the concepts behind them as well as their semiotics and aesthetics. You will gain practical experience in applying this knowledge in developing your own interactive project.

