DM3014
Interactive Devices

Eligibility: ADM & NTU

Akbar Yunus (Part-Time Faculty)
G01 (63058): Mondays, 930 - 1220 at ART-2-17

Life Ink Ars Electronica Futurelab Wacom Co., Ltd.

Life Ink uses sensory wearables to capture brain waves and body signals, creating a new form of "ink."

Learning Outcomes
By the end of the course, you will be able to describe interaction and product design methods, generate interactive product and device concepts, apply physical computing to develop interactive devices, present your work clearly, and critique both your own and peers' work.

Course Content
This course teaches you to design and develop interactive devices for media content presentation, utilizing screens, audio, physical computing, and more. You will engage in physical computing, interaction design, and product design, learning to create digital objects that interact with the real world. The course includes practical project work and introduces concepts of mobile media, environment design, and user-centered product design.

To find out more, please contact: ADM_Undergrad@ntu.edu.sg