Institute of Technology Tallaght
Institiúid Teicneolaíochta Tamhlacht

IMDE H4001: Interactive Media Design Extra Header Data

Module Delivered in

Programme Code	Programme	Semester	Delivery
TA_KACOM_B	Bachelor of Science (Honours) in Computing	7	Mandatory
TA_KCOMP_B (1 year add on)	Bachelor of Science (Honours) in Computing	7	Mandatory
TA_KAITM_B	Bachelor of Science (Honours) in IT Management	7	Mandatory
TA_KITMG_B (1 year add on)	Bachelor of Science (Honours) IT Management	7	Mandatory

Short Title:	Interactive Media Design APPROVED
Full Title:	Interactive Media Design

Module Code:	IMDE H4001	**NFQ Level:**	8	**ECTS Credits:**	5

Reviewed By:	FINBARR FEENEY

Description:	To develop the skills for content and interface design in business, pedagogical and game development sectors; to develop an understanding of the underlying theory of human computer interaction; to critically evaluate the suitability of an interface for multiple users in diverse environments

Learning Outcomes:

On successful completion of this module the learner will be able to

1. Design interfaces for multiple platforms with awareness of technological and user limitation factors
2. Critically evaluate the effectiveness of a proposed interface
3. Design content and interface specifications for pedagogical environments and gaming systems
4. Evaluate tactile interface environments for adaptive systems

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Module Content & Assessment

Content
User Interface Theory: Adaptive Environments, Metaphors, Navigational Distance, Screen Design & Production Techniques, Haptic Interface Design, Visual Hierarchy, Iterative Design Lifecycle, Data-Heavy Interface Design **Pedagogical Media Design:** Intelligent Tutoring Systems, Pedagogical Content Design, Educational Games, Interactive Assessment Techniques **Interactive Media Design:** Storyboarding, Casual and Story Based Game Design, 2D Graphical & Audio Integration Techniques **Tactile Interfaces:** Multimodal Interfaces, Mobile Interfaces, Interactive Entertainment Controllers, Emerging Technologies

Assessment Breakdown	%
Course Work	50%
End of Semester Formal Examination	50%

	Outcome addressed	*% of total*	*Assessment Date*
Formal End-of-Semester Examination	None	50%	Semester End

Coursework Breakdown				
Type	*Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Continuous Assessment	3 – elapsed, individual – Typical task: Design & implement a small (1 – 2 screens) specified application interface in the business, pedagogical or gaming sector. This application should showcase the capabilities of the chosen interface platform. Produce a report on the technologies used and the design lifecycle approach. Undergo a viva examination. Task assessed individually in terms of: The overall completeness and usability of the interface; The report which describes the lifecycle and technologies; The viva examination		20	n/a

IT Tallaght reserves the right to alter the nature and timings of assessment

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Module Workload & Resources

This course has no full time workload.

Resources
Required Book Resources
Stone, D., Jarrett, C., Woodroffe, M. and Minocha, S. 2005, *User Interface Design and Evaluation*, Morgan Kaufmann Publishers Inc **Gillani, B. 2003, *Learning Theories and the Design of E-learning Environments*, University Press of America** **Curran, S., McCarthy, D. and Byron, S. 2005, *The Complete Guide to Game Development, Art & Design*, Ilex**
Recommended Book Resources
Tidwell, J. 2005, *Designing Interfaces*, O'Reilly **Cooper, A. 2003, *About Face 2.0; The Essentials of Interaction Design*, Hungry Minds Inc.**