

Module Title:	INTERACTIVE MEDIA DESIGN
Academic year:	2009 – 2010
Credit Value:	5
Pre- requisites:	None
Assessment:	Exam-50%, CA-50%
Aims	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
Module Content	<ul style="list-style-type: none"> • User Interface Theory • Pedagogical Media Design • Interactive Media Design • Tactile Interfaces
Intended Learning Outcomes:	<p>On completion of the module the student will be able to:</p> <ul style="list-style-type: none"> • Design interfaces for multiple platforms with awareness of technological and user limitation factors • Critically evaluate the effectiveness of a proposed interface • Design content and interface specifications for pedagogical environments and gaming systems • Evaluate tactile interface environments for adaptive systems