Overview

This course explores how we can interact with electronic media, through the creation of bespoke physical interfaces and works that go beyond the conventions of the keyboard and mouse - to open up new ways of experiencing, and interacting with digital media, and worlds around and within us. We look at the body as a portal and the interface as prosthesis, amplifier and as transforming mirror.

You will develop your knowledge of working with sensing technologies for controlling audio, visual and/or mechatronic systems, towards the development of an original interactive art or design work, using off-the-shelf components/systems.

Lectures, case-studies and tutorial presentations introduce key precedents and critical issues relating to the conceptualisation and production of interactive artworks, and lab-based workshops and online resources introduce tools and techniques for the creation and presentation of sensor-based interactive artworks.
Faculty
Faculty of Art & Design

School
School of Art & Design

Study Level
Undergraduate

Indicative contact hours
4

Timetable
Visit timetable website for details
Course Outline

To access course outline, please visit:

ADAD2402 Course Outline
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

Pre-2019 Handbook Editions
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Authorised by Deputy Vice-Chancellor (Academic)
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