

Interactive Media Design and Development

Description

The course introduces Human–Computer Interaction (HCI) involving the study, planning, and design of the interaction between people (users) and computers.

Its aim is to understand the theoretical basics of Perception, Multimedia design, Information Visualization, Interaction Design, the Virtual Continuum, Serious Games, Tangible, Collaborative, Location-based, and Gesture-based technologies, etc.) and recent innovations in these areas.

Activities involve the exploration of emerging interactive technologies designed for demonstration, education, entertainment, navigation, narrative, support ...etc. purposes and their variety of creative applications in different disciplines and user interest groups.

Students from different disciplines form groups to design and implement a specified innovative project that could well serve the basis of an industrial entrepreneurship.

Literature

- C. Ware. Information Visualization - Perception for Design. (ed 3) 536 pp. Morgan Kaufmann. 2012. ISBN 978-0-12-381464-7
- Ed. Ioannis Deliyannis, Interactive Multimedia, ISBN 978-953-51-0224-3, Hard cover, 312 pages, Publisher: InTech, Chapters published March 07, 2012 under CC BY 3.0 license OpenAccess: <http://www.intechopen.com/books/interactive-multimedia>
- Lester Madden, Professional Augmented Reality Browsers for Smartphones: Programming for Junaio, Layar and Wikitude (Wrox Programmer to Programmer) ISBN-13: 978-1119992813
- L. Annetta and S. C. Bronack, (eds.), Serious Educational Game Assessment: Practical Methods
and Models for Educational Games, Simulations and Virtual Worlds, 1–18. © 2011 Sense Publishers. ISBN: 978-94-6091-327-3 (paperback)
- The Functional Art: An Introduction to Information Graphics and Visualization (Peachpit/Pearson Education, 2012): <http://www.thefunctionalart.com/> ISBN-13: 978-0321834737
- Ed. Xin-Xing Tang, Virtual Reality - Human Computer Interaction, ISBN 978-953-51-0721-7, Hard cover, 306 pages, Publisher: InTech, Chapters published September 05, 2012 under CC BY 3.0 license, OpenAccess: <http://www.intechopen.com/books/virtual-reality-human-computer-interaction>

Recommended literature

- The Encyclopedia of Human-Computer Interaction, 2nd Ed. <http://www.interaction-design.org/books/hci.html>
- Journal of Virtual World Research: <http://jvwresearch.org/>
- Horizon Reports: <http://www.nmc.org/horizon-project>
- Papers submitted to conferences:

- Museums and the Web: <http://www.museumsandtheweb.com/>
- CHI: <http://chi2013.acm.org/>
- iED: <http://europe.immersiveeducation.org/events/ied-europe-summit-2012>
- DIS: <http://www.dis2012.org/>
- ISMAR: <http://ismar2011.vgtc.org/>