

IXD_2

INTERACTION DESIGN (USER INTERFACE / EXPERIENCE DESIGN)

This package is designed to equip a student with the specialised skills required for User Interface design and User Experience strategy development. These skills can be applied in a variety of environments including agencies, consultancies and freelance work.

YEAR ONE

Compulsory Visual Culture, Academic Practice, Interaction Theory, Drawing /Story & Ritual and Creative Development

Choose 3 subjects

SUBJECT 1
INTERACTION DESIGN

SUBJECT 2
COMMUNICATION DESIGN

SUBJECT 3
OWN CHOICE

Compulsory Visual Culture

YEAR TWO

Compulsory Visual Culture & Research Practice

YEAR THREE

MAJOR
INTERACTION DESIGN
Compulsory Modules

THEORY
INTERACTION

Information Architecture 201
Wireframing 202
Prototyping 203
Social Media Discourse 204

Development for Designers 201
Digital Mailers and Signatures 202

Physical Computing 202

Typography 201
Storyboarding 201
Vector Techniques 202
Motion Design for Designers 203

User Experience Design: Research Methods 302
User Experience Design: Lean UX 303
User Experience Design: Documentation & Methods 304
Professional Practice 304

Rapid Prototyping 302

Personal Online Branding 301
Smart Object Design 301
Software Methodologies 304

Copywriting 303
Infographics 304

INTERACTIVE DEVELOPMENT

3D DESIGN

INTERDISCIPLINARY MODULES

MODULES FROM OTHER QUALIFICATIONS