

# HFS213 User experience Design for Interactive and Novel Media

**Level:** 2

**Credit Units:** 5 Credit Units

**Language:** ENGLISH

**Presentation Pattern:** EVERY JULY

## Synopsis:

Users are interacting with technology in multiple ways, such as in touch computing, voice controlled systems, 3D interfaces (virtual environment, augmented reality, mixed reality, ubiquitous computing) and interactive media (audio, video and haptic communication). The course introduces students the whole hosts of interaction medium and strategies in designing and development to optimize user experience in these interactive media. Novel methods for evaluation such interaction will also be introduced. Students will discuss about the future of these novel media and areas of applications.

## Topics:

- Introduction to 3D and novel user interfaces
- Hardware and Technologies for 3D user interfaces
- Input Hardware
- 3D Interaction Techniques
- Designing and Developing 3D and novel user interfaces
- Future of 3D and Novel User Interfaces

## Learning Outcome:

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## Assessment Strategies:

Continuous Assessment Component	Weightage (%)
CLASS TEST	10
TUTOR-MARKED ASSIGNMENT	20
<b>Sub-Total</b>	<b>30</b>

Examinable Component	Weightage (%)
Written Exam	70
<b>Sub-Total</b>	<b>70</b>

**Weightage Total** **100**