Computational Media

This is a course about enhancing user experience through design that utilizes various types of mediums. The course will be conducted through lectures, hands-on design tasks and reflective discussions. Students will learn through a sequence of observation/design exercises to acquire and practice skills of design exploration with various design mediums.

Course Objectives

- Teaching core elements of user experience design—information architecture, interaction design, and identity design
- Training skills of creating, generating, and exploring design alternatives
- Examining and comparing uses of various design mediums

Instructor

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Reference Text

Medium


Design Generation

and Planning B: Planning and Design, 7(4), 409-462.


### Evaluation

- Observation/Design Exercises 80%

- Reflective Discussion and Course Participation 20%

### Project

### Tentative Schedule

**Week 1** Course introduction

**Week 2** Elements of user experience design

**Week 3** Observing user experience  [exercise 1]

**Week 4** Abstracting information from observations (1)

**Week 5** Abstracting information from observations (2)

**Week 6** Interaction design I: game (1) [exercise 2]

**Week 7** Interaction design I: game (2)

**Week 8** Interaction design I: game (3)

**Week 9** Identity design I: layout (1)  [exercise 3]

**Week 10** Identity design I: layout (2)

**Week 11** Identity design I: layout (3)

**Week 12** Reflection on design

**Week 13** Interaction & identity design II: digital media (1)  [exercise 4]

**Week 14** Interaction & identity design II: digital media (2)

**Week 15** Interaction & identity design II: digital media (3)
Week 16  Interaction & identity design II: digital media (4)
Week 17  Course review and reflection

Remark