DESN 3008 INTERACTIVE DESIGN: APPS

Credit Points 10

Legacy Code 102267

Coordinator Sarah Waterson (https://directory.westernsydney.edu.au/search/name/Sarah Waterson/)

Description This subject focuses on design methodology for the development and delivery of interactive media applications (apps). Particular concepts addressed include conceptual integration and convergence of various media forms, screen design, navigational hierarchy and structures, and designing engaging interactive interfaces. General principles of interface, information architecture and interaction design will be introduced, alongside principles of digital media production.

School Humanities & Comm Arts

Discipline Graphic Design Studies

Student Contribution Band HECS Band 2 10cp

Check your HECS Band contribution amount via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 3 subject

Pre-requisite(s) ENGR 1021 OR
DESN 1021

Equivalent Subjects DESN 2010 - Interactive Design 1

Assumed Knowledge

Computer literacy including working in a networked environment on a Macintosh computer;
management, transportation and storage of digital information and digital production processes such as scanning, pdf production and file storage. Skills in design principles: layout, colour and typography. Literacy with image manipulation software - e.g. Photoshop.

Learning Outcomes

On successful completion of this subject, students should be able to:
1. Design and produce appropriate screen design, information architecture and interface design for a mobile/tablet app.
2. Produce a design document that successfully applies user scenario and user-centred design processes to project development.
3. Develop and produce an interactive app that demonstrates the appropriate application of interaction design principles.
4. Apply and select appropriate digital media formats and design processes within the project work, including planning, evaluation, revision and testing methods.
5. Identify key issues in the app design domain.

Subject Content

- screen design
- interface design, navigation systems and information architecture.
- interaction design fundamentals and methods, including user scenarios and personae.
- interactive and user centred design practice for digital media apps
- App design principles and processes, including planning, evaluation, Revision and testing

- Lynda.com software tutorials as specified.

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Group Task
Portfolio	1500 words and design work	20	N	Individual
Proposal	1500 words and design work	30	N	Individual
Applied Project	500 word report and 5 minute presentation	50	N	Individual

Teaching Periods

Spring (2022)
Parramatta - Victoria Rd
Day
Subject Contact Sarah Waterson (https://directory.westernsydney.edu.au/search/name/Sarah Waterson/)

View timetable (https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=DESN3008_22-SPR_PS_D#subjects)

Spring (2023)
Parramatta - Victoria Rd
On-site
Subject Contact Sarah Waterson (https://directory.westernsydney.edu.au/search/name/Sarah Waterson/)

View timetable (https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=DESN3008_23-SPR_PS_1#subjects)