



**Faculty of Arts and Social  
Sciences**

**School of the Arts and Media**

MDIA2001

Bodies and Interfaces

Session 2, 2015

## UNSW Course Outline

### Staff Contact Details

Position	Name	Email	Availability	Location	Phone
Course Authority	Andrew Burrell	<a href="mailto:a.burrell@unsw.edu.au">a.burrell@unsw.edu.au</a>	3-4pm Wednesdays Weeks 1-13.	Webster 208	

### School of the Arts and Media Contact Information

Room 312, level 3 Robert Webster Building

Phone: 9385 4856

Email: [sam@unsw.edu.au](mailto:sam@unsw.edu.au)

Website: <https://sam.arts.unsw.edu.au>

### Attendance Requirements

- A student is expected to attend all class contact hours for a F2F or blended course and complete all activities for a blended or fully online course.
- A student who attends less than 80% of the classes/activities and has not submitted appropriate supporting documentation to the Course Authority to explain their absence may be awarded a final grade of UF (Unsatisfactory Fail).
- A student who arrives more than 15 minutes late may be penalised for non-attendance. If such a penalty is imposed, the student must be informed verbally at the end of class and advised in writing within 24 hours.
- If a student experiences illness, misadventure or other occurrence that makes absence from a class/activity unavoidable, or expects to be absent from a forthcoming class/activity, they should seek permission from the Course Authority, and where applicable, should be accompanied by an original or certified copy of a medical certificate or other form of appropriate evidence.
- A Course Authority may excuse a student from classes or activities for up to one month. However, they may assign additional and/or alternative tasks to ensure compliance. A Course Authority considering the granting of absence must be satisfied a student will still be able to meet the course's learning outcomes and/or volume of learning. A student seeking approval to be absent for more than one month must apply in writing to the Dean and provide all original or certified supporting documentation.
- A student who has submitted the appropriate documentation but attends less than 66% of the classes/activities will be asked by the Course Authority to apply to discontinue the course without failure rather than be awarded a final grade of UF. The final decision as to whether a student can be withdrawn without fail is made by Student Administration and Records.
- For more information about the SAM attendance protocols, see the SAM policies and guidelines webpage: <https://sam.arts.unsw.edu.au/students/resources/policies-guidelines/>

### Essential Information For SAM Students

For essential student information relating to: attendance requirements; requests for extension; review of marks; occupational health and safety; examination procedures; special consideration in the event of illness or misadventure; student equity and disability; and other essential matters, see the SAM Policies and Guidelines

webpage: <https://sam.arts.unsw.edu.au/students/resources/policies-guidelines/>

## **Course details**

**Credit Points:** 6

### **Summary of the Course:**

The body is the intense centre of our media world. This is a point often forgotten in the determination of media producers to communicate a particular message. As media producers our aim is to forge a visceral connection between bodies, between body and world, between body and data. This course introduces the student to interaction design via a series of practical exercises. It encourages students to experiment openly in the production of projects that explore the relationship between the body, media forms and media technologies. In the process students are introduced to the use of sensors and input devices, feedback devices, and the dynamic visualization and sonification of real time and streaming data.

### **Aims of the Course:**

This course will deepen students' understanding of the various approaches that can be taken to the design of interactions and will develop their knowledge of practical techniques for creating interfaces. As students apply these approaches and techniques to the development of prototype projects they will develop practical insights that will enrich their understanding of the creative possibilities of this media production context. The course will encourage experimentation and students will also develop a practical understanding of the knowledge and skills required to critically evaluate the results of these experiments.

### **Student learning outcomes:**

At the conclusion of this course the student will be able to:

1. An understanding of a range of approaches to the design of interactive interfaces.
2. The ability to creatively apply these approaches to the design of a media production project.
3. Development of skills for producing interactive interfaces.
4. An increased ability to experiment and innovate when developing project concepts.
5. An understanding of methods for critically evaluating interactive interfaces and the ability to apply these methods.

### **Graduate Attributes:**

At the conclusion of this course the student will be able to:

1. An appreciation of the cultural diversity of media audiences, media forms and media delivery contexts.
2. The capacity for enterprise, initiative and creativity.

3. The skills of communicating effectively through media production and the ability to tailor this communication to suit different audiences and delivery platforms.
4. The skills involved in practice-based research.
5. The capacity for analytical and critical thinking and for creative problem solving within a media production context.
6. The skills required to create, discuss and evaluate creative work in collaboration with others.
7. The skills to appropriately locate, evaluate and use relevant information to develop media production content and learn new practice techniques.
8. The ability to independently learn media production skills and to critically reflect on their value and purpose as tools of practice.
9. The capacity to keep abreast of changes in the audiences, platforms, tools and practices of media production.

### **Rationale for the inclusion of content and teaching approach**

#### **Teaching strategies**

Our driving philosophy is that deep skills and understandings of media production evolve through cycles of practice and reflection. To this end each week's workshop session will involve some kind of applied practical task and there will be two practical assessment tasks. One of these practical outcomes will be associated with an individual written assessment task where students will reflect on and evaluate their practical experiences. Lectures and Workshops will be structured to encourage students to give support and feedback to fellow students. This will provide opportunities for students to reflect on the production practices of others and to view their own practice experiences within a broader context.

The course uses a combination of theoretical/conceptual lectures, demonstration of practical skills, guided practical exercises, and independent development (with consultation) of projects from concept to realisation. An element of group work is included, as the field of interactive media requires a substantial amount of collaboration for successful outcomes.

## Assessment

Assessment task	Length	Weight	Learning outcomes assessed	Graduate attributes assessed	Due Date
Prototype Perspectives Paper (40%)	1500 words plus images and diagrams	40%	1,2,4,5	1,3,5,6,7,8,9	28/10/2015
Concept Research (30%)	1000 - 1500 works plus images and diagrams	30%	1,4	1,2,4,7,8,9	week 5 (in class)
Interactive Project (30%)	proposal, exhibition and evaluation of interactive prototype	30%	2,3,4,5	1,2,3,4,5,6,7,8,9	week 11

### Submission of Assessment Tasks

Students are expected to put their **names** and **student numbers** on **every page** of their assignments. If you encounter a problem when attempting to submit your assignment through Turnitin, please telephone External Support on 9385 3331 or email them on [externalteltsupport@unsw.edu.au](mailto:externalteltsupport@unsw.edu.au). Support hours are 8:00am – 10:00pm on weekdays and 9:00am – 5:00pm on weekends (365 days a year). If you are unable to submit your assignment due to a fault with Turnitin you may apply for an extension, but you must retain your ticket number from External Support (along with any other relevant documents) to include as evidence to support your extension application. If you email External Support you will automatically receive a ticket number, but if you telephone you will need to specifically ask for one. Turnitin also provides updates on their system status on Twitter.

Generally in SAM there will no longer be any hard-copy submission; assessments must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible it will be stated on your course's moodle site with alternative submission details.

### Late Submission

PLEASE NOTE THAT THESE RULES APPLY FOR ALL COURSES IN SAM.

If your assignment is submitted after the due date, a penalty of 3% per day (including Saturday, Sunday and public holidays) will be imposed for up to 2 weeks. For example, if you are given a mark of 72 out of 100 for an essay, and your essay were handed in two days late, it would attract a penalty of 6% and the mark would be reduced to 66%. If the same essay were handed in seven days late (i.e. a penalty of 21%) it would receive a mark of 51%. If your assignment is not submitted within 2 weeks of its due date, it will receive a mark of 0. For more information on submission of late work, consult the SAM assessment protocols at

<https://sam.arts.unsw.edu.au/students/resources/policies-guidelines/>

### Extension Procedure

- A student seeking an extension should submit a SAM extension application form (found in Forms on SAM website) to the Course Authority before the due date.
- The Course Authority should respond to the request within two working days of the request.
- The Course Authority can only approve an extension of up to five days. A student requesting an extension of more than five days should complete an application for Special Consideration.

- If a student is granted an extension, failure to comply will result in a penalty. The penalty will be invoked one minute past the approved extension time.
- This procedure does not apply to assessment tasks that take place during regular class hours or any task specifically identified by the Course Authority as not subject to extension requests.
- A student who missed an assessed activity held within class contact hours should apply for Special Consideration via myUNSW.
- For more information, see the SAM extension protocols on the SAM policies and guidelines webpage: <https://sam.arts.unsw.edu.au/students/resources/policies-guidelines/>

### Special Consideration

In the case of more serious or ongoing illness or misadventure, you will need to apply for Special Consideration. For information on Special Consideration please go to this URL: <https://student.unsw.edu.au/special-consideration>

Students who are prevented from attending a substantial amount of the course may be advised to apply to withdraw without penalty. This will only be approved in the most extreme and properly documented cases.

### Academic honesty and plagiarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

- **Copying:** using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This also applies to images, art and design projects, as well as presentations where someone presents another's ideas or words without credit.
- **Inappropriate paraphrasing:** changing a few words and phrases while mostly retaining the original structure and information without acknowledgement. This also applies in presentations where someone paraphrases another's ideas or words without credit. It also applies to piecing together quotes and paraphrases into a new whole, without referencing and a student's own analysis to bring the material together.
- **Collusion:** working with others but passing off the work as a person's individual work. Collusion also includes providing your work to another student before the due date, or for the purpose of them plagiarising at any time, paying another person to perform an academic task, stealing or acquiring another person's academic work and copying it, offering to complete another person's work or seeking payment for completing academic work.
- **Inappropriate citation:** Citing sources which have not been read, without acknowledging the "secondary" source from which knowledge of them has been obtained.
- **Duplication ("self-plagiarism"):** submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another university.

Details of what plagiarism is can be found on the Learning Centre's Website Plagiarism & Academic Integrity website (<http://www.lc.unsw.edu.au/academic-integrity-plagiarism>), in the myUNSW student A-Z: Guide <https://student.unsw.edu.au/plagiarism> and in Appendix A of the Student Misconduct Procedure (pdf-<https://www.gs.unsw.edu.au/policy/documents/studentmisconductprocedures.pdf>).

The Learning Centre also provides substantial education written materials, workshops, and tutorials to aid students, for example:

- Correct referencing practices;
- Paraphrasing, summarising, essay writing and time management
- Appropriate use of and attribution for a range of materials including text, images, formulae and concepts.

Individual assistance is available on request from The Learning Centre. Students are also reminded that careful time management is an important part of study and one of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items.

## Course schedule

Week	Topic	Lecture Content	Studio Content
<b>Week 1: 27-31 July</b>	Interfaces - Real and Imagined.	An introduction to Bodies and Interfaces	Hands on prototyping workshop.
<b>Week 2: 3-7 August</b>	Augmentation - past, present, future.	This weeks lecture takes up where I left of in last weeks introduction, by looking at ideas surrounding the process of augmenting the human body.	An introduction to Arduino & and basic electronics
<b>Week 3: 10-14 August</b>	Creative Coding	This week we look at "creative coding" and some of the tools available to you.	An introduction to the MAX development environment and the Kinekt sensor
<b>Week 4: 17-21 August</b>	Program or be Programmed	This week we will explore Douglas Rushkoff's notion that we must either choose to be programmers, or be the thing that is programmed.	An introduction to the Unreal game engine and the Leap Motion sensor
<b>Week 5: 24-28 August</b>	Design Practice and Experimentation	This week we will look at some different approaches to the creative process and ways of pushing your ideas forward	DUE: Task 1. In class workshop on iterative and process based development
<b>Week 6: 31 August - 4 September</b>	Perception and the Body	This week we will focus on the ways that we sense and perceive the world around us, and the way memory might be involved on this process of perception.	Due: Group project development proposal. Presentation to group for peer feedback.
<b>Week 7: 7-11 September</b>	Data Bodies	This week I will introduce the idea of data as a medium, and look at some possibilities for manipulating data, as well as providing some more examples and inspirations for you	Project specific iterative development
<b>Week 8: 14-18 September</b>	Cyborg - The Ultimate Interface?	This week I want you to think about the notion of the the Cyborg. What was once just a science fiction imagining of what the future may bring, is now becoming part of our everyday reality.	Project specific iterative development
<b>Week 9: 21-25 September</b>	Evaluating Prototypes	This week we are focusing on what you need to know so that your team can	<b>Self directed</b> project specific iterative development.



		conduct a useful evaluation of your Interactive Project during the exhibition in week 11.	
<b>Week 10: 6-9 October</b>	Final Prototype Consultations	What you need to organise to be ready for the exhibition in week 11	consults and development of final prototypes
<b>Week 11: 12-16 October</b>	Exhibition Week	Exhibition Practice	Setup and exhibition in IO Myers
<b>Week 12: 19-23 October</b>	Design Reflection and Analysis	This lecture will guide you through the process of analysing the results from your user testing and using these results to then write your essay, which will lead directly into this weeks studio workshop.	Data Analysis & Essay Workshop

### Course evaluation and development

Periodically student evaluative feedback on the course is gathered, using among other means, UNSW's Course and Teaching Evaluation and Improvement (CATEI) process. Student feedback is taken seriously, and continual improvements are made to the course based in part on such feedback. You will find out in the first lecture any changes that have been made based on last year's feedback.