Creative Design

Hands-on course

>>> reviews a range of themes in creativity and interactive art in HCI used to inspire creative thinking and express ideas.

>>> requires students to read, reflect and share their findings on a selection of weekly readings (research papers) that explore the creative themes.

>>> requires students to accomplish 1 project, emphasizing quantity and novelty of concepts over implementation quality.
THEMES / CONCEPTS

>>> READINGS
New / Creative Media

• L. Manovich, “The Language of New Media”, Cambridge MA, MIT Press, 2001 [Chapter 1]
Embodied Interaction

The Moving Body and Choreography

Interactive Musical Interfaces

Creativity and Aesthetics


Tangible Interaction

Interactive Performance

Applications / Projects

• We will apply these concepts in practice. The goal for the students is to master the use of the theoretical principles in the design of an interactive artwork.

• Every week, students will have the responsibility of presenting a paper.

• Students will be expected to prototype an interactive artifact and analyze and describe their design decisions, specifying their use of the design concepts drawn from the weekly reading.
Learning Outcomes

• Identify the key principles of Creative Design across a range of related texts.
• Apply these key principles in the design of interactive artifacts.
• Conduct a project about the design and “evaluation” of your interactive creative artwork.
• Participate substantively in discussions across the range of texts included in the course readings.
Yearly Exhibition with your artworks in a gallery or an iconic place in Paris Sud.

https://www.facebook.com/PROTO204/videos/878420012340466/
Opening Exhibition

2nd February from 4.30PM to 6.30 PM
room 36 downstairs in the reception hall of digiteo building
building 660 - noetzlin street 91 191 gif sur yvette cedex

interactive artwork + fabrication

u-psud m2 m1 interaction hcid students
creative design + digital fabrication + design project