Universitat de Lleida

DEGREE CURRICULUM
DIGITAL INTERACTION

Coordination: LEGA LLADOS, FERRAN

Academic year 2020-21

Subject's general information

Subject name	DIGITAL INTERACTION
Code	102188
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION

Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Design and Creative Tecnologies	2	COMPULSORY	Attendance-based

Course number of credits (ECTS)	6

Type of activity, credits, and groups	Activity type	PRAULA	TEORIA
	Number of credits	3	3
	Number of groups	2	1

Coordination	LEGA LLADOS, FERRAN
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING
Teaching load distribution between lectures and independent student work	60 H. teaching classes. 120 H. autonomus work.
Important information on data processing	Consult this link for more information.
Language	Catalan Spanish
Distribution of credits	3 theoretical credits 3 practical credits

DIGITAL INTERACTION 2020-21

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
LEGA LLADOS, FERRAN	ferran.lega@udl.cat	6	
VASILE , FRANCESCA	francesca.vasile@udl.cat	3	

Learning objectives

• Consolidate the development of interactive systems following the User Centered Design (DCU) methodologies.
• Application of Participatory Techniques in the initial phases of developing an interactive system.
• Understand and develop the user profiles associated with a certain system.
• Develop the Information Architecture of an interactive and / or information system.
• Know and apply interaction patterns when designing user interfaces.
• Evaluate the usability and the degree of user experience of an interactive system.

Competences

Basic Competences (CB)

That students demonstrate, possess and understand knowledge of their area of study that starts at the base of general secondary education, and is usually at a level that, although supported by advanced textbooks, also includes some aspects that imply knowledge from at the forefront of their field of study.

General (GB)
Ability to solve communication problems, knowing and identifying the different phases of digital design.

Ability to respond to contexts specific to digital environments, recognizing physical, cognitive, cultural and social factors that frame design decisions.

Ability to design and evaluate systems that guarantee accessibility and usability.

Understand, understand, know how to interact and satisfy the needs of new clients in digital contexts.

Specific Competences (CE)

Ability to create and exploit virtual worlds, and to create, manage and distribute multimedia content.

Prototype an interactive system from a design.

Transversal Competences (CT)

Acquire essential notions of scientific thought.

Acquire training in the use of new technologies and information and communication technologies

Strategic Competences of the University (CEU)

Correct oral and written expression.

ICT domain

Knowledge and command of English as a foreign language.

Subject contents

BLOCK 1: DIGITAL INTERACTION IN DESIGN AND BUSINESS.

1-The user-centered design.

2- User profiles, how to create profiles and user groups.

3- Case studies.

4- The oratoira to sell a project.

6- The information architecture.

5- How to face a real project.

BLOCK 2. DIGITAL INTERACTION AND ART.

1- Relationship between art and 'spectator.

2- Digital Art and interaction.

3- Case studies.

4- How to develop a real artistic project.

5- The artwork thought to be exhibited.

6- We present our project to an open call.

Methodology

• Theoretical exposition of the teachers through audiovisual support and work proposals according to the thematic blocks to be developed.

• Oral projection of the students of what they are developing.

• Discussions and reflections on the analytical observation of the development of the useri profiles projects.

• Development of a business project and presentation to a public call.

• Reflections and debates around interactive art.

• Deenvolupament of an interactive artistic project.

• Continuous monitoring in group or individually in the workplace or tutorial spaces.

• Control of attendance in the classroom, as well as in the delivery of chronologically scheduled work.

Development plan

Development Plan.

The classes have a very practical orientation and although there is always a theoretical framework, there will be activities outside the classroom, debates and exhibitions of the works, all focused to carry out practices in order to achieve the necessary competencies to fulfill the objectives of the subject.

The subject is divided into 2 blocks.

1. USER-CENTERED DESIGN. THE COMPANY:

2. ART AND INTERACTION.

DATE	WEEK	DESCRIPTION	ACTIVITIES
15-18 February	1 Ferran	Presentation of the subject. User Centered Design (DCU)	**1st Session (2h). WHOLE GROUP THEORY.** Marc teòric on the center design in l'Usuari (DCU). **2nd session (3h). PRACTICES G1**. Practices **2nd session. (3h). PRACTICES G2.** Practices
3-4 March	3 Francesca	User profiles. Generate group profiles.	**1st Session (2h). WHOLE GROUP THEORY.** User profiles. **2nd session (3h). PRACTICES G1.** Practices **2nd session. (3h). PRACTICES G2.** Practices
15-17 March	5 Ferrran Francesca	The oratory to sell or expose a product. Case studies.	**1st Session (2h). WHOLE GROUP THEORY.** The oratory to sell or expose a product. **2nd Session (2h). WHOLE GROUP THEORY.** Case studies.
24-25 March	6 Francesca	How to face a real project.	**1st Session (2h). WHOLE GROUP THEORY.** The real project. **2nd session (3h). PRACTICES G1.** Practices. **2nd session. (3h). PRACTICES G2.** Practices.

14-15 April	8 Ferran Ferran / Francesca	Information architecture. presentation of projects	**1st Session (2h). WHOLE GROUP THEORY.** user architecture. **2nd session. (3h). PRACTICES G1**. Presentation of projects. **2nd session. (3h). PRACTICES G2.** Presentation of projects.
19-23 April	9 Ferran / Francesca	**PARTIAL EXAMS**	
26-28-29 April	10 Ferran	Relationship between art and spectator. Digital art and interactive art.	**1st Session (2h). WHOLE GROUP THEORY.** Relationship between art and spectator. **2nd Session (2h). WHOLE GROUP THEORY**. Digital art and interactive art. **3rd session (3h). PRACTICES G1**. Practices **3rd session. (3h). PRACTICES G2**. Practices.
12-13 May	12 Ferran	Study cases.	**1st Session (2h). WHOLE GROUP THEORY**. visit museum. **2nd session (3h). PRACTICES G1.** Practices **2nd session. (3h). PRACTICES G2.** Practices.
19-20 May	13 Ferran Francesca	We invite the figure of the Art Commissioner. presentation of projects	**1st Session (2h). WHOLE GROUP THEORY.** The figure of the Art Commissioner. **2nd session (3h). PRACTICES G1**. Practices **2nd session. (3h). PRACTICES G2**. Practices.
24-26-27 May	14 Ferran	How to develop an artistic project. How to present a project to an Open call. presentation of projects	**1st Session (2h). THEORY WHOLE GROUP**. How to develop an artistic project. **2nd Session (2h). THEORY GROUP WHOLE.** How to present a project to a call. **2nd session (3h). PRACTICES G1**. Presentation of projects. **2nd session. (3h). PRACTICES G2**. Presentation of projects
JUNE	Ferran	**FINAL EXAMS**	
JUNE	Ferran	**TUTORSHIPS**	

JUNE	Ferran	**RECOVERY EXAMS**	

Evaluation

ACR.	evalutation activities	Ponderation	minimum note	on Group	obligatory	Recoverable
P1	Partial Exam	20%	Not	Not	yes	Not
PRA1	Practice 1	20%	Not	Yes	yes	Not
PRA2	Practice 2	50%	Not	Yes	yes	yes
Fo	Forum	10%	Not	Not	Not	Not

FINAL_NOTE = 20% P1 + 20% PRA1 + 50% PRA2 + 10% forum.

To pass the subject, it is necessary that the FINAL_NOTE is greater than or equal to 5.

If you have not passed the subject, you can go to the recovery exam. The Final grade will be calculated as follows:

N_REC = Final_note = 50% exam + PRA = 50%.

Bibliography

Crespo, J.L. (2013). **Estéticas del Media Art**. Cuenca: Eumed.net

CAMPBELL, J. (2000). **"Diálogos ilusorios: el control y las opciones en el arte interactivo"**. Leonardo, vol. 33, 2.

Munari, B. (1998). **Fantasía: Invención, creatividad e imaginación en las comunicaciones visuales.**

Isaacson, W. (2011). **Steve Jobs: La Biografia**

Krug S. (2015). **Don't make me think. No Me Hagas Pensar. Actualización**

Unger, Russ and Chandler, Carolyn (2012). **A Project Guide to UX Design (Voices That Matter)**

Diseño de producto digital: Ian Spalter 2019 (Netflix)

Lorés, J. y otros (-). **Introducción a la Interacción Persona-Ordenador.**