



**Jordan University of Science and Technology**  
**Faculty of Architecture And Design**  
**Design And Visual Communication Department**

DV322 Media And Interactivity

First Semester 2023-2024

**Course Catalog**

3 Credit Hours. Course Description: (According to the curriculum) This course introduces the concept of interactivity and computers as media for artistic exploration in relation to print, animation, and interactivity. Emphasis is on the ideas and aspects interrelated to interactivity and the essential skills for creating interactive work. Through the learned concepts and programming skills (form, motion, interactivity programming, and interface), students are expected to form a better understanding of the Internet, animation, and interactive media design

**Text Book**

<b>Title</b>	The Encyclopedia of Human-Computer Interaction, 2nd Ed. By the Interaction Design Foundation. <a href="https://www.interaction-design.org/literature">https://www.interaction-design.org/literature</a>
<b>Author(s)</b>	---
<b>Edition</b>	1st Edition
<b>Short Name</b>	1
<b>Other Information</b>	

**Course References**

Short name	Book name	Author(s)	Edition	Other Information
2	) - <a href="https://ixda.org/">https://ixda.org/</a> . Books Collection-LibraryThing - <a href="https://www.librarything.com/catalog/jonas.lowgren">https://www.librarything.com/catalog/jonas.lowgren</a> .	The Interaction Design Association (IXDA)	1st Edition	--
3	<a href="https://www.youtube.com/watch?v=i1pgZv0H_jY">https://www.youtube.com/watch?v=i1pgZv0H_jY</a> <a href="https://olemiss.edu/depts/ncjrl/pdf/ICAC_Interactive_Media_3-30-11.pdf">https://olemiss.edu/depts/ncjrl/pdf/ICAC_Interactive_Media_3-30-11.pdf</a> <a href="https://www.youtube.com/watch?v=eA6dlzQr5rY">https://www.youtube.com/watch?v=eA6dlzQr5rY</a>	4	1st Edition	--

**Instructor**

Name	<b>Prof. Khaled Al Hamzeh</b>
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Office Location	-
Office Hours	
Email	kaalhamzeh@just.edu.jo

Class Schedule & Room
Section 1: Lecture Time: Sun, Tue : 09:30 - 10:30 Room: A2124

Prerequisites		
Line Number	Course Name	Prerequisite Type
2232310	DV231 Design Method And Creative Thinking	Prerequisite / Study

Tentative List of Topics Covered		
Weeks	Topic	References
Week 1	Interaction Design - brief intro Jonas L?wgren <a href="https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/interaction-design-brief-intro">https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed/interaction-design-brief-intro</a>	
Week 2	Philosophy of Interaction Dag Svanaes	
Week 3	Visual Representation Alan Blackwell	
Week 4	User Experience UX Marc Hassenzahl	
Week 5	Visual Aesthetics Noam Tractinsky	
Week 6	Media psychology David Giles	
Week 8	Tactile Interaction Ben Challis	
Week 9	Social Computing and E Commerce Affective Computing Thomas Erickson	
Week 11	Gaming	
Week 12	Gaming	

Policy
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Content and covered areas:	<ul style="list-style-type: none"><li>- Foundational understanding of the aesthetic and technical aspects of Past and emerging technologies/ production/ design trends emerging in various industries Ex, Virtual and Augmented Reality.</li><li>- fundamental practices in interactive media creation:<ol style="list-style-type: none"><li>1. interface design.</li><li>2. applied multimedia.</li><li>3. usability refinement.</li></ol></li><li>- Knowledge of Technologies:<ol style="list-style-type: none"><li>1. The Internet of Things</li><li>2. Physical Interfaces</li><li>3. Gestural Course Technologies</li><li>4. Spatial &amp; Environmental Sensors</li></ol></li></ul>
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