COURSE OUTLINE

DES221 Introduction to Interactive Media

School: School of Business and Creative Industries

2026 | Trimester 1

UniSC Sunshine Coast UniSC Moreton Bay	BLENDED LEARNING	Most of your course is on campus but you may be able to do some components of this course online.
Online	ONLINE	You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

This course will introduce you to concepts and practice of interaction design and user experience across a variety of digital and physical forms. The emphasis will be on using effective design processes to achieve creative and effective outcomes in the form of well-resolved prototypes. The course will include physical computing (using interactive microelectronic platforms), elements of designing for the web, interactivity in the physical world, and the connections between them.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	10 times
Seminar – Scheduled Seminar	2hrs	Week 5	2 times
ONLINE			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Asynchronous online workshops	2hrs	Week 1	10 times
Seminar – Seminar (recorded version of blended mode seminar)	2hrs	Week 5	2 times

1.3. Course Topics

Introductory web interface design and implementation

Design systems and software for user interface design

Web APIs for hardware/software communication

Introductory coding for physical interactions

Introductory electronics for interaction design

Designing physical interactions

Concepts in interactive media

Creativity in interaction design

2. What level is this course?

200 Level (Developing)

Building on and expanding the scope of introductory knowledge and skills, developing breadth or depth and applying knowledge and skills in a new context. May require pre-requisites where discipline specific introductory knowledge or skills is necessary. Normally, undertaken in the second or third full-time year of an undergraduate programs.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES On successful completion of this course, you should be able to...		GRADUATE QUALITIES Completing these tasks successfully will contribute to you becoming...
1	Design and develop a creative interactive experience using digital and physical forms.	Knowledgeable Creative and critical thinker Empowered Sustainability-focussed
2	Develop technical skills to implement interactive media projects.	Knowledgeable
3	Demonstrate understanding of human and cultural factors in technological design	Ethical Sustainability-focussed
4	Demonstrate and apply an understanding of interactive media design principles.	Creative and critical thinker Ethical
5	Critically evaluate the effectiveness of interactive media solutions.	Creative and critical thinker Sustainability-focussed

5. Am I eligible to enrol in this course?

Refer to the UniSC Glossary of terms for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

Basic computer skills

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

By week 4 workshops, students will have made substantial progress on an initial assessment piece, and will have received in-class feedback on their progress with this task.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative, and Written Piece	Individual and Group	20%	Single page web interface, simple microcontroller program, and short documentation.	Week 4	Online Submission
All	2	Oral and Written Piece	Individual and Group	30%	10-minute group presentation.	Week 8	In Class
All	3	Artefact - Creative, and Oral	Individual and Group	50%	Creative artefact, 2–5 min video, 4–8 page documentation.	Exam Period	In Class

All - Assessment Task 1: Web interface design and implementation

GOAL:	To design and implement a simple web interface that communicates with a simple custom hardware device.
PRODUCT:	Artefact - Creative, and Written Piece
AUTHORSHIP STATEMENT:	
FORMAT:	You will design and implement a web interface that is specifically designed to control a piece of custom hardware implemented as a simple program on a microcontroller. Refer to Assessment 1 in Canvas for the full task brief
CRITERIA:	**No.** — **Learning Outcome assessed** 1 Technical achievement — 2 2 Creativity — 1 3 Communication — 4 5
GENERIC SKILLS:	Communication, Collaboration, Problem solving, Applying technologies

All - Assessment Task 2: Project proposal and prototype

GOAL:	To develop a project concept and early stage prototype of the project.
PRODUCT:	Oral and Written Piece
AUTHORSHIP STATEMENT:	
FORMAT:	In-class presentation of project concept and prototype and online submission of documentation. Refer to Assessment 2 in Canvas for full task brief

CRITERIA:

No.		Learning Outcome assessed
1	Creativity of project concept	1
2	Technical demonstration	2
3	Understanding of interaction principles	3 4
4	Communication and Engagement	4 5

GENERIC SKILLS:	Communication, Collaboration, Problem solving, Organisation

All - Assessment Task 3: Interactive Project

GOAL:	To design and develop an interactive media project.
PRODUCT:	Artefact - Creative, and Oral
AUTHORSHIP STATEMENT:	
FORMAT:	Presentation of a working, resolved interactive media project. Documentation as appropriate. Refer to Assessment 3 in Canvas for full task brief.

CRITERIA:

No.		Learning Outcome assessed
1	Technical implementation	2
2	Contextualisation of project	3 5
3	Fabrication or implementation of project	1
4	Communication and Engagement	4

GENERIC SKILLS:	Communication, Collaboration, Problem solving, Applying technologies

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

> There are no required/recommended resources for this course.

8.2. Specific requirements

This course requires some electronic components which are provided at USC campuses for student use. Students may wish to obtain other components at their own expense to suit their own projects.

Online students will need to obtain some electronic components, either at their own expense, or by visiting a campus where they are available for loan (Sippy Downs or Moreton Bay).

The course has been designed to minimise the cost of required components, with an emphasis on low cost solutions wherever possible.

9. How are risks managed in this course?

Risk assessments have been performed for all field activities and low to moderate levels of health and safety risk exists. Moderate risks may include working in an Australian bush setting, working with people, working outside normal office hours for example. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the online induction training for students, and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:
(a) The final mark is in the percentage range 47% to 49.4%; and
(b) The course is graded using the Standard Grading scale

Task 2 requires class attendance weeks 5 and 8

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:
(a) One day: deduct 5%;
(b) Two days: deduct 10%;
(c) Three days: deduct 20%;
(d) Four days: deduct 40%;
(e) Five days: deduct 60%;
(f) Six days: deduct 80%;
(g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:
Less than 15 minutes: No penalty
From 15 minutes to 30 minutes: 20% penalty
More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The Student Charter sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- UniSC Student Central
- UniSC Adelaide Student Central