

DES307 Interactive Technologies and Environments

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 introduces advanced concepts in interaction and experience design. Students will incorporate their existing skills in explorations of new frameworks to generate novel creative interactive and interdisciplinary outcomes. Projects will be positioned in real-world and industry-relevant contexts, with connections to relevant sustainable development goal (SDGs). A major project will result in a highly resolved prototype suitable for portfolio presentation.

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
Fieldwork	2hrs	Throughout teaching period (refer to Format)	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
Fieldwork	2hrs	Throughout teaching period (refer to Format)	2 times

1.3. Course Topics

Designing complex or large interactive projects

Intersections between interactive design and other disciplines (e.g. science, ecology, architecture, urban planning, publishing, cultural studies)

Physical interfaces

Rapid prototyping and fabrication

2. What level is this course?

300 Level (Graduate)

Demonstrating coherence and breadth or depth of knowledge and skills. Independent application of knowledge and skills in unfamiliar contexts. Meeting professional requirements and AQF descriptors for the degree. May require pre-requisites where discipline specific introductory or developing knowledge or skills is necessary. Normally undertaken in the third or fourth full-time study year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	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, ecological, and cultural factors in technological design, including relevant sustainable development goal (SDGs).	Creative and critical thinker Ethical Sustainability-focussed
4 Demonstrate ability to synthesise knowledge and practice from various disciplines.	Knowledgeable Creative and critical thinker
5 Critically evaluate the effectiveness of interactive media solutions.	Creative and critical thinker Sustainability-focussed
6 Present a prototype project and design in a professional format.	Engaged

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

DES222

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

DES223

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

Not applicable

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

First assessment in week 3 will confirm students are on track to a successful project.

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	Essay	Individual	20%	300-word project statement.	Week 3	Online Assignment Submission with plagiarism check
All	2	Oral and Written Piece	Individual	30%	10 minute presentation, accompanying journal at appropriate length for project	Week 7	Online Assignment Submission with plagiarism check and in class
All	3	Artefact - Creative, and Written Piece	Individual	50%	Exhibition, 4 - 8 page Pitch Deck (including Tech Rider) and Process Journal.	Week 12	Online Assignment Submission with plagiarism check and in class

All - Assessment Task 1: Project concept

GOAL:	To present a viable project topic, research of topic, and potential approach to implementation.		
PRODUCT:	Essay		
AUTHORSHIP STATEMENT:			
FORMAT:	Prepare a brief statement summarising the expected direction of the project, showing awareness of relevant research project context.		
CRITERIA:	No.		Learning Outcome assessed
	1	Clear identification of project topic	1 6
	2	Research and awareness of project area	3 4 5
GENERIC SKILLS:	Communication, Problem solving, Organisation, Information literacy		

All - Assessment Task 2: Project development

GOAL:	Presentation of progress on project including conceptual and technical direction informed by appropriate research and exploration.		
PRODUCT:	Oral and Written Piece		
AUTHORSHIP STATEMENT:			
FORMAT:	Present current project development in class for feedback and critique. Submit a development journal illustrating design process, research, and exploration of technical aspects of the project.		
CRITERIA:	No.	Learning Outcome assessed	
	1	Conceptual strength and contextualisation of project	1 3 4
	2	Feasibility of project approach and understanding of challenges	2 5
	3	Progress on technical design	2
	4	Communication	3 6
GENERIC SKILLS:	Communication, Problem solving, Organisation, Applying technologies		

All - Assessment Task 3: Project exhibition

GOAL:	Present an interactive media project in an exhibition		
PRODUCT:	Artefact - Creative, and Written Piece		
AUTHORSHIP STATEMENT:			
FORMAT:	Present an interactive technology project in an exhibition. Prior to the exhibition you must submit a detailed 'tech rider' that explains how to install your project in the exhibition. Final submission should include the continued process journal, and a 'pitch deck' that presents the project in a form suitable for submission to external judges, grantors, or assessors.		
CRITERIA:	No.	Learning Outcome assessed	
	1	Conceptual strength of project	1 3
	2	Technical implementation of project	2
	3	Communication	4 5 6
GENERIC SKILLS:	Communication, Problem solving, Organisation, 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

Nil

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

Students must present their work in an exhibition. Attendance at the exhibition is encouraged but not required, however students must submit detailed installation instructions prior to the install period, and be available during the install period to answer questions.

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](#)