

*INTERACTION > EXPERIENCE >
INTERFACE > EMOTION > MOBILE >
VIRTUALITY > RESPONSIVENESS*

The degree programme focuses on designing the new interfaces between people and their environment. A growing number of communication and information systems are finding their way into public and private spaces. The interaction between people and media technologies has thus become a central design task for designers.

We teach the methods of interaction design, creative skills and technical media expertise within a team-oriented and international environment. Special emphasis is placed on aesthetic design as well as effective, comprehensive and emotional design. The issues covered by the course include web, app, screen and mobile design as well as game design, the design of virtual and augmented realities, information and media architectures and interactive forms of narration and media environments.

Projects form an integral part of the curriculum. They enable our students to implement design solutions based on practical tasks, from design to prototype application. Transdisciplinary design processes involve the use of state-of-the-art design methods, rapid prototyping and design thinking. Our students have full access to perception labs, interface technologies, prototyping tools and media equipment.

Lectures and workshops held by international experts provide insight into issues of topical interest. Our students acquire both business skills and soft skills and have the opportunity to participate in research projects, making them well prepared for a complex and diverse working environment.

FACTS

- Master of Arts in Arts and Design (MA)
 - Work-friendly
 - 4 semesters / 120 ECTS
 - 12 places per year
 - Language of instruction: German / English
 - Head of Degree Programme:
Dr. Josef Gründler
 - FH JOANNEUM Graz
www.fh-joanneum.at
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CAREER PROSPECTS

Interaction designers are all-rounders in a dynamic field of great economic significance. They deal with topics such as human computer interfaces, virtual reality, mobile design, interactive storytelling, service design and the Internet of Things. They find employment in usability departments in industry, research and development institutions, game design companies, UX design offices, media agencies, web agencies or work as self-employed UI/UX and app/mobile designers.



CURRICULUM: 120 ECTS (30 ECTS per Semester)

1st semester	2nd semester	3rd semester	4th semester
Media Theory	International Design Discourse 1	Future Design Lab	Master's Thesis
Narratives and Dramaturgy	Design & Research 2		
	Leadership Lectures	Design & Research 3	
Psychology of Perception	Project Management	Final Crit	
City of Design - Local Networks		Excursion	
Marketing and Corporate Identities	Interaction Design 1		
Design Management & Strategic Design		User Experience Design 1	
Designing with Code	App Design 1		
Design & Research 1		Design & Research 2 (IAD)	
Interface and User Experience Design	Project Work 2 - Experiment (IAD)		
Design & Research 1 (IAD)			
Project Work 1 - Explore (IAD)			
Electives Subjects: Interfaces, 3D Design, Sreendesign, Sound and Communication, Audio Production and Postproduction			