

# INTERACTION DESIGN AND ELECTRONIC ARTS

As technology becomes a greater part of our daily lives, there is a growing need for products, systems and devices that are functional, pleasurable and innovative to fit the needs of the user. The Interaction Design and Electronic Arts (IDEA) degree seeks to teach students the possibilities of such technologies and new applications and explore their relation to a number of emerging fields such as biotechnology, sustainability, social networking, global health and cultural diversity.



Urban Realities & Augmented Play, Exhibition of Sydney's IDEA and UTS student works, June 2011

## ABOUT THIS COURSE?

The IDEA program provides students with the skills and knowledge to explore interaction possibilities offered by modern computing technologies.

The course focuses on four distinct studio areas:

- INSTALLATION: experimental, responsive environments for performance and direct engagement;
- DEVICE: smart artefacts and wearable electronic fashion that sense and inform their wearers; computing embedded in smart everyday objects;
- SCREEN: from small, mobile devices to architectural media facades, and;
- VIRTUAL: online immersive cyber worlds and games.

Each design studio unit endeavours to develop the student's conceptual design abilities as well as augments one's technical skills, within the framework of a highly creative, research-based and human-centred design process.

The program collaborates with local industry partners in interaction design, offering students opportunities to experience and engage with commercial clients or engage in competitive internship opportunities. The program works on a two-year cycle and evolves as technology changes so students are exposed to the latest technology.

## WHO SHOULD TAKE THIS COURSE?

This degree is aimed at anyone who uses technology creatively whether that be for artistic, personal or commercial purposes. A basic knowledge of programming is also assumed.

## WHAT IS THE OUTCOME OF THIS COURSE?

Students will become proficient in the creative use of new technologies which they can then utilise in a practical way in a wide range of professional and artistic settings.

## MODES OF STUDY

This program can be taken as a Graduate Certificate (six months full time), Graduate Diploma (one year full time) or Master degree (one and a half years full time). This program can only be studied full time, requiring around two days attendance in studios, labs and classes per week.

## ADMISSION REQUIREMENTS

Masters applicants should hold a bachelor degree with a credit average. Graduate Diploma applicants should hold a bachelor degree. Graduate Certificate applicants should hold a bachelor degree or possess experience which is considered to demonstrate the knowledge and aptitude required to undertake the course.

| Program details | Course name  | Credit points | Duration (full time) |
|-----------------|--|---------------|----------------------|
|                 | Master of Interaction Design and Electronic Arts               | 72            | 1.5 years            |
|                 | Graduate Diploma in Interaction Design and Electronic Arts     | 48            | 1 year               |
|                 | Graduate Certificate in Interaction Design and Electronic Arts | 24            | 0.5 year             |

| Core Units   | Unit Code   | Unit Name                          | Credit Points | Semester offered      |
|--|---|------------------------------------|---------------|-----------------------|
| Masters students complete at least 54 core unit credit points<br>Grad dip complete at least 36 and grad cert at least 18 | IDEA9103  | Virtual Worlds Laboratory          | 6             | 2012, 1               |
|  | IDEA9104  | Cyber Studio                       | 12            | 2012, 1               |
|  | IDEA9203  | Time-Based Media Laboratory        | 6             | 2012, 2               |
|  | IDEA9204  | Screen Studio                      | 12            | 2012, 2               |
|  | IDEA9101  | Experimental Interfaces Laboratory | 6             | 2013, 1               |
|  | IDEA9102  | Installation Studio                | 12            | 2013, 1               |
|  | IDEA9201  | Physical Computing Laboratory      | 6             | 2013, 2               |
|  | IDEA9301  | Graduation Studio                  | 12            | 1, 2 (final semester) |
|  | IDEA9311  | Research Internship                | 12            | 1, 2                  |
|  | IDEA9302  | IDEA Research Project              | 12            | 1, 2                  |
|  | IDEA9303  | IDEA Dissertation                  | 12            | 1, 2                  |
| Optional Units   | Unit Code   | Unit Name                          | Credit Points | Semester offered      |
| Masters students complete at least 12 credit points; grad dip at least 6   | IDEA9105  | Human Computer Interaction         | 6             | 1                     |
|  | IDEA9106  | Design Thinking                    | 6             | 1                     |
|  | IDEA9205  | Art, Technology and Culture        | 6             | 2                     |
| Elective Units   | Up to 6 credit points of elective units can be taken from any graduate program within the Faculty of Architecture, Design and Planning or (with permission) from other faculties within the University. |                                    |               |                       |

Core units completed in excess of the minimum requirements may count as optional or elective units of study.

**Entry requirements:** Bachelor degree with credit average for Master, Bachelor degree for Graduate Diploma, Bachelor degree or relevant experience for Graduate Certificate.

**Fees** (per year full time) Local: \$19,920 (\$415 per credit point), International: \$27,840 (\$580 per credit point)

## SILJE JOHANSEN

### MASTER OF INTERACTION DESIGN AND ELECTRONIC ARTS (HONOURS)

I have a degree in Information Technology, and I've been working for some years in the software industry as both a programmer and technical resource for sales. I wanted to find a degree where I could use my technical background at the same time as developing design skills and be creatively challenged. I've always had an artistic side to me and this degree seemed to be perfect.

I've really enjoyed playing and experimenting with such a wide variety of technologies. I've especially enjoyed working with sensor based interfaces – making things talk using electronics combined with software.

For anyone considering this degree I'd say whether you come from a technical or a more creative background, as long as you have a passion for design, and like working with ideas and cutting edge technologies, this degree would be a good choice.



# COURSEWORK ADMISSIONS

## WHO IS ELIGIBLE TO APPLY?

Masters and Graduate Diploma applicants should hold a bachelor degree. Masters applicants for Architecture, Heritage Conservation, Interaction Design and Electronic Arts, and Urban and Regional Planning must hold a bachelor degree with a credit average.

Graduate Certificate applicants should hold a bachelor degree or possess experience which is considered to demonstrate the knowledge and aptitude required to undertake the course. Please see the individual course listing in this brochure for full admission details.

## OFFER OF ADMISSION

The result of your application will be a formal response sent by the Faculty. You will also receive information on fee payments and orientation material. If, for any reason, you are unable to take up an offer, please notify the Faculty immediately.

## LOCAL STUDENTS

If you are an Australian citizen, a permanent resident of Australia or a citizen of New Zealand, you will be considered a local student. You can apply online at [sydney.edu.au/future\\_students/domestic\\_postgraduate\\_coursework/admissions/](http://sydney.edu.au/future_students/domestic_postgraduate_coursework/admissions/)

## Local Student Enquiries

Student Administration Centre  
Wilkinson Building (G04)  
University of Sydney NSW 2006 Australia  
T: +61 2 9036 6104 F: +61 2 9036 9532  
E: [admissions@arch.usyd.edu.au](mailto:admissions@arch.usyd.edu.au)

## Application Deadlines

30 November (March semester)  
31 May (July semester)

Applications must be accompanied by a copy of your academic transcripts listing course results certified at the institute where you studied and the date of conferring of your qualifications. Applicants are required to show original evidence or certified copy (by a Justice of the Peace) of their Australian citizenship, New Zealand citizenship or permanent residency status.

## English Language Requirements

If your qualifications were from a university or other recognised institution where the medium of instruction was

not English, you must provide evidence of proficiency in the English language. Applicants whose first language is not English may also be asked to provide evidence of English proficiency. The Faculty accepts the following tests:  
IELTS: 7.0 overall (min 6.0 each component)  
TOEFL: 600+ (TWE 4.5+) CBT 250+ (essay 4.5+) IBT 100+

## INTERNATIONAL STUDENTS

If you are NOT an Australian citizen, a permanent resident, or a citizen of New Zealand, you will be considered an international student and accepted into the University only on a full-fee basis.

## International Student Enquiries

Please contact: [io.info@sydney.edu.au](mailto:io.info@sydney.edu.au)

## Application Deadlines

- 31 October (March semester)
- 30 April (July semester)

Application Processing Fee: AUD\$100

Applications must be lodged to the International Office. For more details, see: [www.usyd.edu.au/internationaloffice/](http://www.usyd.edu.au/internationaloffice/)

## English language requirements

If English is not your first language, you must demonstrate an English language proficiency before admission can be confirmed. The Faculty accepts the following tests:  
IELTS: 7.0 overall (min 6.0 each component)  
TOEFL: 600+ (TWE 4.5+) CBT 250+ (essay 4.5+) IBT 100+  
For more information on postgraduate English language requirements and exemptions see: [sydney.edu.au/future\\_students/international\\_postgraduate\\_coursework/admissions/entry\\_requirements/english\\_language\\_requirements.shtml](http://sydney.edu.au/future_students/international_postgraduate_coursework/admissions/entry_requirements/english_language_requirements.shtml)

## FEES

Please see the following web page for a full list of fees: [sydney.edu.au/architecture/programs\\_of\\_study/fees.shtml](http://sydney.edu.au/architecture/programs_of_study/fees.shtml)

## SCHOLARSHIPS

For more information see our website: [sydney.edu.au/architecture/programs\\_of\\_study/scholarships.shtml](http://sydney.edu.au/architecture/programs_of_study/scholarships.shtml)  
[sydney.edu.au/ro/](http://sydney.edu.au/ro/)

## TIMETABLES

To view timetables please see: [sydney.edu.au/architecture/CS/postgrad/timetables.shtml](http://sydney.edu.au/architecture/CS/postgrad/timetables.shtml)