

**MODULE HANDBOOK**  
**M.A. INTERACTION DESIGN**

## Overview by area **MODULE PLAN MID**

Modules	Courses	Type	T/A	WiSe		SuSe		Sem 3	
				WHS	CP	WHS	CP	WHS	CP
<b>1   Basic Interaction Design</b>				4	10	2	5		
	1.1 Computational Design	S	EC, PR	4	5				
	1.2 Design Methods	S	EC, PR			2	5		
<b>2   Intersections</b>				2	5	2	5		
	2.1 Psychology	Co	TP/PR			2	5		
	2.2 History and Culture	Co	TP/PR			2	5		
	2.3 Emerging Technologies	Co	TP/PR	2	5				
<b>3   Compulsory Elective // 1 of 2</b>				4	5	2	5		
	3.1 Interaction Design Repertoire	S	EC, PR	2	5				
	3.2 Product Design CAD / CAM	S	WE	2	5				
<b>4   Projects</b>				6	15	6	15		
	4.1.1 Project 01	P	EC/DP, PRE	4	10				
	4.1.2 Project 01   Presentation & design-specific scientific documentation 01	P, Co	TP/PR, PRE/OE	2	5				
	4.2.1 Project 02	P	EC/DP, PRE			4	10		
	4.2.2 Project 02   Presentation & design-specific scientific documentation	P, Co	TP/PR, PRE/OE			2	5		
<b>5   Master</b>								2	30
	5.1 Master Proposal	Co	TP, OE					2	5
	5.2 Master Thesis	P, Co	DP, D, OE						25
<b>Total</b>				16	30	12	30	2	30

### Key: Types of assessment (T/A) during the programme and attendance record:

1. Written examination (WE)
2. Oral examination (OE)
3. Term paper (TP)
4. Design project (DP)
5. Experimental coursework (EC)
6. Scientific project (SP)
7. Disquisition (D)
8. Practical / Internship report (IR) / Practical paper (PP)
9. Presentation (Pre)
10. Group presentation (GP)
11. Project report (PR)
12. Fact sheet (F)
13. Submitted assignment (SA)
14. Seminar contribution (SC)
15. Exhibition (E)
16. Attendance record (AR)

### Abbreviations used in the Standard Curriculum and Examination Schedule:

- Ty = Type of course  
WHS = Weekly hours per semester (45 minute periods)  
L = Lecture  
S = Seminar  
T = Tutorial  
Co = Colloquium  
LP = Laboratory practical course  
P = Projects  
FT = Field trips

- PEA = Pre-examination assessment  
T/A = Type of assessment  
C = Credits  
WE = Written examination  
OE = Oral examination  
TP = Term paper  
DP = Design project  
EC = Experimental coursework  
SP = Scientific project  
OP = Oral presentation  
IR = Internship / Practical report  
PP = Practical paper  
Pre = Presentation  
GP = Group presentation  
PR = Project report  
F = Fact sheet  
SA = Submitted assignment  
SC = Seminar contribution  
AR = Attendance record

- / = or; the type of assessment will be announced at the start of the module  
(e.g. OE/WE = oral or written examination)  
, = and (e.g. L, T = lecture and tutorial)  
\* = These assessments will be ungraded (§ 22 applies accordingly)

PEA will be checked in the department

Overview by progression **EXAMINATION SCHEDULE MID**

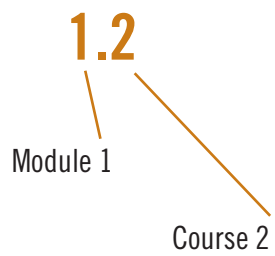
Sem.	Module	ID	Course	Leader	T/A	Workload h	CP	CP
WiSe	<b>Basic Interaction Design</b>	1.1	Computational Design	Prof. Dominik Schumacher	EC, PR	150	5	5
WiSe	<b>Intersections</b>	2.3	Emerging Technologies	Dr. Sandra Maria Geschke	TP/PR	150	5	5
WiSe	<b>Compulsory elective //</b>	3.1	Interaction Design Repertoire	Prof. Steffi Hußlein	EC, PR	150	5	5
WiSe	<b>1 of 2</b>	3.2	Product Design CAD / CAM	Prof. Hagen Kluge	WE	150	5	5
WiSe	<b>Projects</b>	4.1.1	Project 01	Prof. Steffi Hußlein, Prof. Dominik Schumacher	EC/DP, PRE	300	10	15
WiSe		4.1.2	Project 01   Presentation & design-specific scientific documentation	Prof. Steffi Hußlein, Prof. Dominik Schumacher	TP/PR, PRE/OE	150	5	
						<b>900</b>	<b>30</b>	<b>30</b>
SuSe	<b>Basic Interaction Design</b>	1.2	Design Methods	Prof. Steffi Hußlein	EC, PR	150	5	5
SuSe	<b>Intersections</b>	2.1	Psychology	Lecturer	TP/PR	150	5	5
SuSe		2.2	History and Culture	Dr. Sandra Maria Geschke	TP/PR	150	5	5
SuSe	<b>Projects</b>	4.2.1	Project 02	Prof. Steffi Hußlein, Prof. Dominik Schumacher	EC/DP, PRE	300	10	15
SuSe		4.2.2	Project 02   Presentation & design-specific scientific documentation	Prof. Steffi Hußlein, Prof. Dominik Schumacher	TP/PR, PRE/OE	150	5	
						<b>900</b>	<b>30</b>	<b>30</b>
<b>3</b>	<b>Master</b>	5.1	Master colloquium	Prof. Steffi Hußlein, Prof. Dominik Schumacher	TP,OE	150	5	30
<b>3</b>		5.2	Master Thesis	Prof. Steffi Hußlein, Prof. Dominik Schumacher	OE,EC/DP,PR	750	25	
						<b>900</b>	<b>30</b>	<b>30</b>

# INDEX OF MODULES MID

Basic Interaction Design	1
Intersections	2
Compulsory Elective // 1 of 2	3
Projects	4
Master	5

<b>Basic Interaction</b>	<b>1</b>
Computational Design	1.1
Design Methods	1.2

Explanation of module ID - example:



# MODULE SHEET 1.1.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung</b> (Modul)	Code
<b>Computational Design</b> (Basic Interaction Design)	MID_1.1
Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
none	8-13

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	

Art	SWS	Credits	Prüfungsleistung
Seminar	4	5	Design project, documentation

Workload	
30	In-person (4 WHS x 15 weeks)
80	Independent exercises
20	Research work
20	Presentation preparation
150	Stunden

### Inhaltsbeschreibung

This module highlights the potential of computer-based systems and technologies for designing modern industrial products. For physical computing, the electrical engineering principles are conveyed for dealing skilfully and independently with sensor and microcontroller technology. In addition, the input/output behaviour of computer-aided systems is analysed in terms of both hardware and software in order to develop new interaction techniques. This knowledge is consolidated in practical exercises with greater understanding achieved through experimentation. Students are familiarized with information technology concepts and are enabled to develop their own functional software prototypes that simulate the interactivity of corresponding designs. Examples of the information technology concepts covered are data structures, control and branching structures, algorithms, web technologies and databases. Prototyping in different programming environments requires deeper knowledge and skills in electrical engineering and computer science as well as analytical thinking and the creative use of scientific, social and ethical insights. The specialist knowledge from both disciplines serves as a basis for ensuring that students are able to make use of all available interaction technologies in their projects both during the design phase and when developing prototypes.

### Lernziele / Kompetenzen

- // An understanding of basic concepts of physical computing in order to bring together the physical and digital world in interactive scenarios and products.
- // Fundamental and interdisciplinary skills in electrical engineering and computer science.
- // Independent, innovative application of knowledge and transfer to new problems
- // Social skills for dealing with experts from other disciplines

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
none	MID_1.2, MID_1.3, 4.1.1, 4.1.2, 4.2.1, 4.2.2,	MID_5.1.2

Online-Präsenz des Moduls
<a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a>

Literatur- und Quellenhinweise
<a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a>

Ansprechpartner_innen	Anmeldeformalitäten
Prof. Dominik Schumacher / Prof. Dr. Dieter Schwarzenau	Registration list

Hinweise



# MODULE SHEET 1.2.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung</b> (Modul)	Code
<b>Design Methods</b> (Design Methods)	MID_1.2
Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
none	8-13

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	
Wahlmodul	-	Sommersemester	X

Art	SWS	Credits	Prüfungsleistung
Seminar	2	5	Design project, documentation

Workload	
30	In-person (2 WHS x 15 weeks)
80	Independent exercises
20	Research work
20	Presentation preparation
150	Stunden

### Inhaltsbeschreibung

In this Design Methods Seminar, students learn to apply Experience Design strategies, evaluation methodologies and design-specific methods, as well as the analysis, configuration and evaluation of information and communication systems. Interactive products / IoT (internet of things) and services are the focus of the seminar: experience design, design methods, evaluation methodologies, user-centred design, usability and design thinking, co-creation for interactive products, services and systems are examined from different perspectives. People and their individual and social needs are central to this module. Using examples, experiences with users are collected and the findings analysed, then presented using visualisation techniques appropriate for an Interface Designer and integrated into students' own design process, in order to satisfy user requirements in the face of increasing information overload and technical overload. As a rule, students are expected to deliver three interim and one final presentation. The organisation of the module combines project-oriented research-based learning with lecture-style, tutor-centred knowledge transfer.

Lab: Tobii eye tracker - research into eye tracking

### Lernziele / Kompetenzen

Participants will develop an independent critical understanding of design methodologies and learn to test, evaluate and conceptually employ them in the design process, in order to develop meaningful user concepts for sustainably created interactive systems. Of central importance to consolidating design-specific knowledge in the area of design methodologies, imparting theoretical knowledge and the practical application of evaluation tools, is the analysis of man-machine communication and gaining a thorough understanding of man and machine and their possible interactions. Students' understanding of typical interdisciplinary ways of working in the design process will be enhanced. Students' knowledge of user experience design tools will be regularly brought up to date and consolidated.

// Interaction design strategies and methods // Introduction to the efficient evaluation of user requirements // Mastery of fundamental communication technologies/skills for design work // Team skills for interdisciplinary collaboration

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
none	4.1.1, 4.1.2, 4.2.1, 4.2.2	

### Online-Präsenz des Moduls

[www.hs-magdeburg.de](http://www.hs-magdeburg.de)

### Literatur- und Quellenhinweise

Don Norman, Jakob Nielsen, Bill Moggride, Anthony Dunne, Fiona Raby Mark, Stephanie und BruceTharp, Hassenzahl, Gillian Crampton Smith,

Ansprechpartner_innen	Anmeldeformalitäten
Prof. Steffi Hußlein	Registration list

### Hinweise

This foundation module is especially designed for students whose educational background is not specifically design-focused.



1.1.

1.2.

**Intersections** **2**

Psychology **2.1.**

History and Culture **2.2.**

Emerging Technologies **2.3.**



# MODULE SHEET 2.1.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung</b> (Modul)	Code
<b>Psychology</b> (Intersections)	MID_2.1.
Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
none	8-13

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	
Wahlmodul	-	Sommersemester	X

Art	SWS	Credits	Prüfungsleistung
Colloquium	2	5	Disquisition, term paper

Workload	
30	In-person (2 WHS x 15 weeks)
50	Formulation / disquisition
70	Research work and writing essays
150	Stunden

### Inhaltsbeschreibung

This colloquium deals with the principles of human perception, human behaviour and the process of acquisition and learning. This course provides an introduction to the evolutionary principles, physiology and phenomenology of perception. It also touches on contiguous topics for the successful design of interactions such as attention and memory as well as action control. The lecture is livened up by experiments in perception and enriched with practical examples. The learning is consolidated by exercises that are worked on by the students outside of class, with the results being submitted in writing before the next class.

Topics: // Introduction to perceptual psychology: smell and taste, seeing, hearing, tactile perception and physical awareness, object recognition // Multisensory perception: the unity of the senses // Attention: memory // Action control: objectives and defects // Motor control: feeling and understanding // Speech perception and production  
 // Following the colloquium the participants produce an essay on a relevant issue.

### Lernziele / Kompetenzen

Understanding of fundamental questions and ways of working in psychology  
 // Awareness of the features, possibilities and limits of human perception and cognition  
 // Understanding of the basic theories and topics of perceptual and cognitive psychology  
 // Understanding of the relationship of what is learned to the design and evaluation of user interfaces / interaction design  
 // Development of conceptual sovereignty  
 // Social skills for dealing with experts from other disciplines

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
none	4.1.1, 4.1.2, 4.2.1, 4.2.2	

Online-Präsenz des Moduls
<a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a>

Literatur- und Quellenhinweise
Wahrnehmungspsychologie, E. Bruce Goldstein

Ansprechpartner_innen	Anmeldeformalitäten
lecturer, reader	Registration list

Hinweise



# MODULE SHEET 2.2.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung</b> (Modul)	Code
<b>History and Culture</b> (Intersections)	MID_2.2
Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
none	8-13

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	
Wahlmodul	-	Sommersemester	X

Art	SWS	Credits	Prüfungsleistung
Colloquium	2	5	Design project, term paper

Workload	
30	In-person (2 WHS x 15 weeks)
80	Working on essays
40	Research work
150	Stunden

### Inhaltsbeschreibung

In the colloquium, students explore the the cultural, discourse and dispositive theory sources and design-relevant quality standards that are the wellspring of Interaction Design and which enable it to be critically examined; above all against the background of the development of new media and ever more complex networks of stakeholders. The focus lies on the theoretical and methodological development of the interaction and implications between socio-cultural, individual and technological development. The students concern themselves with micro-dispositives, i.e. concrete inventions that have changed the everyday lives of individuals and their outlook on the world, and in the process learn to understand and make malleable the normal in its identity-defining significance for the understanding of one's self and society. Formerly visionary developments, events, trends and value orientations, their importance and genesis in the historical perspective can be easily described and assessed, are then examined to establish which thought constructions, behaviours and analysis methods actually made them possible. These dispositive analyses help to derive information and thus also knowledge-economy insights which make it possible to assess the interrelationship between the media, technology and information and to both evaluate and shape the potential of current technical developments.

### Lernziele / Kompetenzen

// Seminar-guided acquisition of in-depth theoretical and methodological knowledge for the analysis and design of socio-technical collectives on the basis of selected texts on system theory, dispositive research, cultural analysis, stakeholder network theory, post-structuralism and constructivism. // Scientific research and study of sources for well-substantiated argumentation at the cutting edge of research-based worlds of knowledge and discourse. // Synthetic skills: recognition of structural patterns and their application through the transfer of knowledge from historical processes to current developments. // Integration skills: bringing new knowledge to bear in an already familiar context // Evaluation skills: generation of a criterion-based quality framework for responsible and sustainable Interaction Design // Ability to discriminate as the result of a comprehensive, systemic and constructivist consideration of constellations and situations. // Schooling in a professional attitude in the form of a critically-reflexive, post-heroic self-concept in the role of an interaction designer by learning networked thinking skills

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
none		

Online-Präsenz des Moduls
<a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a>

Literatur- und Quellenhinweise
<a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a>

Ansprechpartner_innen	Anmeldeformalitäten
Dr. Sandra Maria Geschke	Registration list

Hinweise



# MODULE SHEET 2.2.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung (Modul)</b>	<b>Code</b>
<b>Emerging Technologies (Intersections)</b>	<b>MID_2.3</b>

<b>Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)</b>	<b>Anzahl der Studierenden</b>
<b>none</b>	<b>8-13</b>

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	

<b>Art</b>	<b>SWS</b>	<b>Credits</b>	<b>Prüfungsleistung</b>
<b>Colloquium</b>	<b>2</b>	<b>5</b>	<b>Design project, term paper</b>

<b>Workload</b>	
30	In-person (2 WHS x 15 weeks)
80	Working on essays
40	Research work
<hr/>	
150	Stunden

### Inhaltsbeschreibung

The communication and application of critically reflexive future design research is practised in the colloquium, in that all students immerse themselves in a specific subject concerning a new technology or media form or hybridisation, for example: display technologies, intelligent materials, tracking technologies in virtual spaces, tangible interaction, eye tracking mash-ups, apps within networked systems or communication channels. Students will explore how these technologies change people's spheres of action, their self-perception and demands of their surroundings, such as the type of interaction or the ways in which they can use the public space and thus their requirements of urban or organisational development. To this end, knowledge building blocks for identity formation, relational and anthropological spatial theories, approaches from innovation, game and event research are combined with setting-theoretical, affect-based, action and task-oriented methods of analysis. In this way, in particular, the development of a constellation competence and articulation design for the creation and communication of well thought-through and qualitatively viable new realities is fostered, the linguistic sensitivity for technological process developments is refined and the scientific and multimedia skills for their professional documentation are given space.

### Lernziele / Kompetenzen

This module conveys the skills for independently processing new research findings, identifying developments that are relevant to design and discovering the innovation potential of technologies, as well as the ability to become acquainted with previously unfamiliar but socially interlinked fields of activity. This involves a design-oriented preparation and elaboration of the current state of research in technologically groundbreaking topics in interaction design as the unifying discipline of spatial-, technology-, self- and innovation-oriented knowledge contexts. The participants will be put in a position to be able to develop future design processes, in that they will learn to discern and thus anticipate societal, ethical and scientific development trends from the existing structures. This will help to facilitate the communication skills of the students and the professional attitude of an Interaction Designer in all its multidimensionality will, in addition to the producer role, be broadened to include the dimension of a communication actor mediating between the present and the future.

<b>Vorhergehende Module</b>	<b>Sinnvoll zu kombinieren mit</b>	<b>Mögliche Folgemodule</b>
<b>none</b>		

<b>Online-Präsenz des Moduls</b>
<b><a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a></b>

<b>Literatur- und Quellenhinweise</b>
<b><a href="http://www.hs-magdeburg.de">www.hs-magdeburg.de</a></b>

<b>Ansprechpartner_innen</b>	<b>Anmeldeformalitäten</b>
<b>Dr. Sandra Maria Geschke</b>	<b>Registration list</b>

<b>Hinweise</b>

- 2.1.
- 2.2.
- 2.3.

**Compulsory Elective // 1 of 2** **3**

Interaction Design Repertoire **3.1**

Product Design CAD / CAM **3.2**

# MODULE SHEET 3.1.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung (Modul)</b>	<b>Code</b>
<b>Interaction Design Repertoire</b>	<b>MID_3.1</b>
<b>Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)</b>	<b>Anzahl der Studierenden</b>
<b>none</b>	<b>8-13</b>

Pflichtmodul	-	Fachsemester	1/2
Wahlpflichtmodul	X	Wintersemester	X
Wahlmodul	-	Sommersemester	

<b>Art</b>	<b>SWS</b>	<b>Credits</b>	<b>Prüfungsleistung</b>
<b>Colloquium</b>	<b>2</b>	<b>5</b>	<b>Design project, term paper</b>

<b>Workload</b>	
30	In-person (2 WHS x 15 weeks)
70	Formulation/design project/disquisition
30	Research work
20	Examination preparation
150	Stunden

**Inhaltsbeschreibung**

The increasing complexity resulting from the networking and mobilisation of information in interactive products in a particular space and the diversity of digital services makes proficiency in digitally networked design together with its sustainability and ergonomic requirements essential. Interaction Design Repertoire deals with the design of the interface between man and machine/product. Today we are faced with seminal questions for the future - concerning interaction, the practicability of use and communication with things, products, robots, and intelligent devices in everyday life and the world of work. Technological developments such as augmented reality, eye-gaze and gesture recognition systems, deep learning or sensory networking and intelligent materials are now making ideas and concepts viable. The necessary competences are acquired systematically through introductory lectures and applied example user interface design tasks with the emphasis on the design of digitally networked interactive products, installations and services in order to consolidate what has been learned. In the process, design principles and methods are introduced that are used when designing interactive screen and sensor-based systems. The communication of design and conceptual principles for digital systems is intended to cement the ability to make decisions regarding interaction design questions, as well as to cultivate independent design expertise and style competence.

**Lernziele / Kompetenzen**

The communication of theoretical, design and conceptual principles for physically & digitally networked systems is intended to cement the ability to make decisions in interaction design, as well as to cultivate independent design expertise and style competence. The development of skills through application of the solution strategies from the design repertoire taking application-oriented tasks as examples: This module is an introduction to design for all Master's students who do not come from an immediate design environment, and helps to clarify such fundamental questions as typical ways of working and methodology in interaction design. By consolidating the methodology of the design of information and user structures, students are put in a position to understand networked processes and to conceive and depict dynamic systems. The development of their own design competence and the acquisition of an individual design repertoire for the interaction design process are the focus of this module.

<b>Vorhergehende Module</b>	<b>Sinnvoll zu kombinieren mit</b>	<b>Mögliche Folgemodule</b>
<b>none</b>	<b>4.1.1, 4.1.2, 4.2.1, 4.2.2</b>	

**Online-Präsenz des Moduls**

[www.hs-magdeburg.de](http://www.hs-magdeburg.de)

**Literatur- und Quellenhinweise**

[www.hs-magdeburg.de](http://www.hs-magdeburg.de)

<b>Ansprechpartner_innen</b>	<b>Anmeldeformalitäten</b>
<b>Prof. Steffi Hußlein</b>	<b>Registration list</b>

**Hinweise**

This module is the design introduction for all Master students who do not come directly from the design environment and helps to clarify basic questions about, for example, typical ways of working and methodology in interaction design. It is also suitable as a refresher and consolidation module for students who already have design experience.



# MODULE SHEET 3.2.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung</b> (Modul)	Code
Product Design CAD / CAM (compulsory elective)	MID_3.2.
Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
none	8-13

Pflichtmodul	-
Wahlpflichtmodul	X
Wahlmodul	-

Fachsemester	1/2
Wintersemester	
Sommersemester	x.

Art	SWS	Credits	Prüfungsleistung
Colloquium	2	5	Design project, term paper

Workload	
30	In-person (2 WHS x 15 weeks)
70	Formulation/design project/term paper
40	Research work
10	Examination preparation
150	Stunden

Inhaltsbeschreibung

- Basics of parametric 3D CAD modelling
- Assemblies with 3D CAD tools
- Construction of complex multi-component products
- CAD module for production-oriented design - sheet metal
- CAD module for production-oriented design - injection moulding

Lernziele / Kompetenzen

This module conveys the following competences:  
 Basics of computer-aided design using example parametric CAD programmes.  
 Working across programmes.  
 Production-oriented design. Project-supported working with the computer-aided design chain.

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
none		

Online-Präsenz des Moduls  
[www.hs-magdeburg.de](http://www.hs-magdeburg.de)

Literatur- und Quellenhinweise  
[www.hs-magdeburg.de](http://www.hs-magdeburg.de)

Ansprechpartner_innen	Anmeldeformalitäten
Prof. Hagen Kluge	Registration list

Hinweise



	<b>Projects</b>	<b>4</b>
	Project 01	4.1.1
Project I Presentation and Documentation 01		4.1.2
	Project 02	4.2.1
Project I Presentation and Documentation 02		4.2.2

# MODULE SHEET 4.1.1

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung (Modul)</b>	<b>Code</b>
<b>Project 01 (Projects)</b>	<b>MID_4.1.1</b>

<b>Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)</b>	<b>Anzahl der Studierenden</b>
<b>none</b>	<b>5-7</b>

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	X

<b>Art</b>	<b>SWS</b>	<b>Credits</b>	<b>Prüfungsleistung</b>
<b>Project</b>	<b>4</b>	<b>10</b>	<b>Design project, documentation</b>

<b>Workload</b>	
70	Research; Scenario development project
80	Design project
150	Prototype construction
<b>300</b> Stunden	

**Inhaltsbeschreibung**

The module begins with a one-week kick-off workshop. Extensive project work and the design of interaction formats taking into consideration the multi-sensory perception of users are at the heart of the curriculum. This takes up the majority of each semester and is thus the central course in interaction design. The project holistically conveys all the skills and specific knowledge required for a successful project development process (for a successful future career) in interaction design. Defined project subject areas offer the possibility of working on solutions to specific and complex problems, in many cases with partners from professional practice in a multidisciplinary team. This helps students with their interdisciplinary communication skills as well as decision-making capabilities. The students independently develop and visualise interaction scenarios, develop simulation techniques that are suitable for their theme and produce corresponding hardware and/or software prototypes. The projects must be successfully completed within the curriculum.

**Lernziele / Kompetenzen**

Acquisition of organisational routines that are typical of projects, plus communication and visualisation techniques for interdisciplinary collaboration as an interaction designer or UX designer. Theoretical and creative reflection on complex questions within the team. Practising of self-motivation and conflict abilities. Dealing with partners in professional practice.

// Practical acquisition of techniques in the design process: Software and hardware prototyping, interactions and paper prototyping

// Gaining of interdisciplinary communication skills

// Combination of design and theoretical reflections on the topic: applying and consolidating methodological skills

// Development of professional skills in cooperation with companies

// Planning, outlining, analysing, implementing, assessing and presenting

<b>Vorhergehende Module</b>	<b>Sinnvoll zu kombinieren mit</b>	<b>Mögliche Folgemodule</b>
	MID_4.1.2	

**Online-Präsenz des Moduls**

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**Literatur- und Quellenhinweise**

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<b>Ansprechpartner_innen</b>	<b>Anmeldeformalitäten</b>
Prof. Steffi Hußlein & Prof. Dominik Schumacher	Registration list

**Hinweise**

- 4.1.1
- 4.1.2
- 4.2.1
- 4.2.2



# MODULE SHEET 4.1.2

## M.A. INTERACTION DESIGN

**Lehrveranstaltung (Modul)** Code  
**Project 01 | Presentation & design-specific scientific documentation (Projects)** MID\_4.1.2

**Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)** Anzahl der Studierenden  
**none** 8-13

Pflichtmodul	X	Fachsemester	1/2
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	X

**Art** SWS Credits Prüfungsleistung  
**Project** 2 5 Exhibition, documentation

**Workload**

45	Research and contextualisation of the student's own work on Project 01: reflection
45	Writing of a scholarly artistic paper or production of extensive print documentation
30	Design and development of an exhibition
30	Compiling of a presentation
150	Stunden

**Inhaltsbeschreibung**

The module "Presentation and design-specific scientific documentation" accompanies and complements the Project 01 module and must be completed simultaneously with that module. The module is concerned with the theoretical and research-oriented revision of and reflection upon the design of Project 01, which is to be worked upon in parallel. Design research aims at knowledge yielded in and through design practices and aesthetic presentation forms, that is conveyed in own presentation methods and cognitive processes. In projects, designers formulate alternative visions for the future with potential for the present at the interface between social, cultural, economic and ecologically sustainable thematic areas. In this connection, students' own projects must be evaluated and presented in the current design context and in discourse. The results of Project 01 and the reflection upon it must be portrayed in a structured exhibition and by way of a presentation. Following the exhibition, the work must be extensively documented. This documentation will contain a description of the design process from Project 01 and the theoretical reflection from this module. Optionally, in agreement with the lecturers, a design-specific scientific paper may be produced, which can/should be submitted to exhibitions or conferences.

**Lernziele / Kompetenzen**

The learning objective is to be able to independently reflect upon design-specific scientific research, evaluation, definition, thematic scope and structure in a design-specific scientific paper, to document it in a process-oriented manner and to present it publicly within the university.

- // Theoretical reflections upon one's own project: applying and consolidating methodological skills: design-specific, scholarly artistic paper and documentation
- // Acquisition and mastery of scientific writing methods
- // Furtherance of the ability to present one's own work to an audience
- // Reflection, evaluation and presentation

**Vorhergehende Module** Sinnvoll zu kombinieren mit Mögliche Folgemodule  
MID\_4.1.1

**Online-Präsenz des Moduls**  
[www.hs-magdeburg.de](http://www.hs-magdeburg.de)

**Literatur- und Quellenhinweise**  
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**Ansprechpartner\_innen** Anmeldeformalitäten  
**Prof. Steffi Hußlein & Prof. Dominik Schumacher** Registration list

**Hinweise**

- 4.1.1
- 4.1.2
- 4.2.1
- 4.2.2

# MODULE SHEET 4.2.1

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung (Modul)</b>			<b>Code</b>	
<b>Project 02 (Projects)</b>			MID_4.2.1	
<b>Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)</b>			<b>Anzahl der Studierenden</b>	
none			5-7	
	Pflichtmodul	X	Fachsemester	1/2
	Wahlpflichtmodul	-	Wintersemester	X
	Wahlmodul	-	Sommersemester	X
<b>Art</b>	<b>SWS</b>	<b>Credits</b>	<b>Prüfungsleistung</b>	
Project	4	10	Design project, documentation	
<b>Workload</b>				
70	Research; Scenario development project			
80	Design project			
150	Prototype construction			
300	Stunden			

- 4.1.1
- 4.1.2
- 4.2.1
- 4.2.2

### Inhaltsbeschreibung

Project 02 holistically conveys all the skills and specific knowledge required for a successful project development process (for a successful future career) in interaction design. Defined project subject areas offer the possibility of working on solutions to specific and complex problems, in many cases with partners from professional practice in a multidisciplinary team. This helps students with their interdisciplinary communication skills as well as decision-making capabilities. The students independently develop and visualise interaction scenarios, develop simulation techniques that are suitable for their theme and produce corresponding hardware and/or software prototypes. Alongside design-specific drafting and conceptual methods, analytical skills for assessing user requirements are taught. The projects must be successfully completed within the curriculum.

### Lernziele / Kompetenzen

Acquisition of organisational routines that are typical of projects, plus learning of communication and visualisation techniques for interdisciplinary collaboration. Theoretical and creative reflection on complex questions within the team. Practising of self-motivation and conflict abilities. Dealing with partners in professional practice.

- // Practical learning of techniques in the design process: software and hardware prototyping, paper prototyping
- // Gaining of transdisciplinary communication skills
- // Combination of design and theoretical reflections on the topic: applying and consolidating methodological skills
- // Development of professional skills in cooperation with companies
- // Planning, outlining, analysing, implementing, assessing and presenting

<b>Vorhergehende Module</b>	<b>Sinnvoll zu kombinieren mit</b>	<b>Mögliche Folgemodule</b>
	MID_4.2.2.	

<b>Online-Präsenz des Moduls</b>
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Prof. Steffi Hußlein & Prof. Dominik Schumacher	Registration list

<b>Hinweise</b>

# MODULE SHEET 4.2.2

## M.A. INTERACTION DESIGN

Lehrveranstaltung (Modul)	Code
<b>Project 02 I Presentation &amp; design-specific scientific documentation (Projects)</b>	MID_4.2.2.

Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
none	8-13

Pflichtmodul	X	Fachsemester	1
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	X

Art	SWS	Credits	Prüfungsleistung
Project	2	5	Design project, documentation

Workload	
45	Research and contextualisation of the student's own work on Project 02: reflection
45	Writing of a scholarly artistic paper or production of extensive print documentation
30	Design and development of an exhibition
30	Compiling of a presentation
150	Stunden

### Inhaltsbeschreibung

The module "Presentation and design-specific scientific documentation" accompanies and complements the Project 02 module and must be completed simultaneously with that module. The module is concerned with the theoretical and research-oriented revision of and reflection upon the design of Project 02, which is to be worked upon in parallel. Design research aims at knowledge yielded in and through design practices and aesthetic presentation forms, that is conveyed in own presentation methods and cognitive processes. In projects, designers formulate alternative visions for the future with potential for the present at the interface between social, cultural, economic and ecologically sustainable thematic areas. In this connection, students' own projects must be evaluated and presented in the current design context and in discourse. The results of Project 02 and the reflection upon it must be portrayed in a structured exhibition and by way of a presentation. Following the exhibition, the work must be extensively documented. This documentation will contain a description of the design process from Project 02 and the theoretical reflection from this module. Optionally, in agreement with the lecturers, a design-specific scientific paper may be produced, which can/ should be submitted to exhibitions or conferences.

### Lernziele / Kompetenzen

The learning objective is to be able to independently reflect upon design-specific scientific research, evaluation, definition, thematic scope and structure in a design-specific scientific paper, to document it in a process-oriented manner and to present it publicly within the university.

// Theoretical reflections upon one's own project: applying and consolidating methodological skills: design-specific, scholarly artistic paper and documentation

// Acquisition and mastery of scientific writing methods

// Furtherance of the ability to present one's own work to an audience

// Reflection, evaluation and presentation

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
	MID_4.2.1	

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Prof. Steffi Hußlein & Prof. Dominik Schumacher	Registration list

Hinweise



4.1.1

4.1.2

4.2.1

4.2.2

Master	<b>5</b>
Master Proposal	<b>5.1.</b>
Master Thesis	<b>5.2.</b>

# MODULE SHEET 5.1.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung (Modul)</b>	<b>Code</b>
<b>Master Proposal (Master)</b>	<b>MID_5.1.</b>
<b>Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)</b>	<b>Anzahl der Studierenden</b>
<b>none</b>	<b>8-13</b>

Pflichtmodul	X	Fachsemester	3
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	X

<b>Art</b>	<b>SWS</b>	<b>Credits</b>	<b>Prüfungsleistung</b>
<b>Colloquium</b>	<b>2</b>	<b>5</b>	<b>Term paper, oral examination</b>

<b>Workload</b>	
30	In-person (2 WHS x 15 weeks)
40	Formulation/design project Master proposal
40	Research work
40	Scientific methods
150	Stunden

**Inhaltsbeschreibung**

The Master proposal is a preparatory stage of the Master thesis. Students are familiarised with scientific working methods; in particular with the requirements of a design-specific scientific Master thesis. Over and above this, this colloquium assists in defining individual problems and identifying a suitable and qualitatively challenging topic for the Master thesis. The Master proposal, which must be set out in writing, must contain research results and a critical analysis of these, which make clear the choice of topic to be worked upon and define the planned scope / limits of the area of work.

The Master proposal may contain the methodology of a possible evaluation (type, scope and level of detail of data acquisition). Moreover, the student's own skills in terms of the level of detail of the prototypical design must be examined and, if necessary, augmented. The Master proposal must be presented orally to the potential supervisors for discussion and approval.

**Lernziele / Kompetenzen**

- // Categorisation of complex knowledge in the specialist area of Interaction Design.
- // Critical understanding of the field
- // Interdisciplinary research
- // Mastery of scientific working methods
- writing an scientific paper
- conducting research
- defining a problem

<b>Vorhergehende Module</b>	<b>Sinnvoll zu kombinieren mit</b>	<b>Mögliche Folgemodule</b>
<b>MID_5.2.</b>		

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**Hinweise**



# MODULE SHEET 5.2.

## M.A. INTERACTION DESIGN

<b>Lehrveranstaltung</b> (Modul)	Code
<b>Master Thesis</b> (Master)	MID_5.2.

Eingangsvoraussetzungen / Studienprüfungsordnung (SPO)	Anzahl der Studierenden
60 completed credits	

Pflichtmodul	X	Fachsemester	3
Wahlpflichtmodul	-	Wintersemester	X
Wahlmodul	-	Sommersemester	X

Art	SWS	Credits	Prüfungsleistung
Project, Colloquium		25	D, OP, OE

Workload	
150	Research and reflection
250	Master thesis design project
250	Preparation and detailing
100	Writing of thesis
750	Stunden

**Inhaltsbeschreibung**

The Master thesis is based on the theme developed in the Master proposal or in the area of activity that it describes. The topic should demonstrate to best effect, in an impactful way, the skills and knowledge acquired during the course of study. The Master thesis may be a conceptual work that comprehensively examines a question in great analytical depth and incorporates all relevant social, technological and ethical developments in order to develop innovative, autonomous solutions in a scientific and creative way.

The Master thesis may develop a concrete design solution that manifests as a product and its integration in a usage context. In any event, the experimental methods of the empirical science of Interaction Design must be applied individually and innovatively enhanced. The details and logic of the entire design process must be clearly presented so that each design decision is transparent.

**Lernziele / Kompetenzen**

- // Independent scientific and creative work on a current and relevant Interaction Design issue.
- // Development of problem-solving strategies.
- // Self-organisation and motivation.
- // Acquisition of new knowledge and integration in innovative design decisions.

Vorhergehende Module	Sinnvoll zu kombinieren mit	Mögliche Folgemodule
all		

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Prof. Steffi Hußlein & Prof. Dominik Schumacher	Registration list

Hinweise

