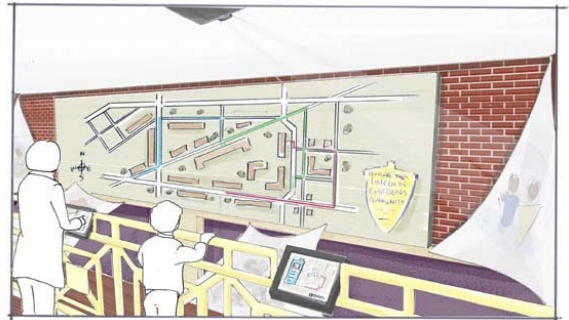


## ID 3813 | Tangible Interaction

School of Industrial Design, College of Architecture  
Georgia Institute of Technology  
Raja Schaar, raja@gatech.edu  
Early Summer 2011, Monday – Thursday, 10:40 – 12:40  
3 credit hours



Evansville African American History Museum  
*Interactive Neighborhood Map Concept Sketch* by Raja Schaar

### Course Objectives

This course addresses the design process related to interactive installations and environments for Museums and Institutions. Projects will emphasize the inclusion of ubiquitous and emerging interactive technologies. Student will have the opportunity to work in teams to design and prototype concepts for interactive installations for proposed Museum contexts.

- To provide Industrial Design students with an understanding of practices and implications for designing interactive products/furniture/installations at the public and multi-user scale.
- To provide students opportunity to research and develop content for interactive products.
- To provide prototyping basics for tangible and multimedia interactions

### Course Instructor

Raja Schaar has worked primarily in the museum industry since 2000, holding positions at SciTrek, Atlanta's former interactive Science and Technology museum; the High Museum of Art; Malone Design/Fabrication; and MODA (Museum of Design Atlanta). Schaar continues to work as an interaction and exhibition designer, specializing in visitor centers, history museums, and science center exhibitions.

### Course Procedure and Organization

Lectures and demonstrations will cover history, concept development, design development, and emerging trends in the field. Student will have reading assignments and site visits related to each topic. Students will have the opportunity to go to exhibitions, visit exhibit design firms, and research inspiring environmental storytelling.

Student teams will research an assigned content area to develop an interactive exhibition. Student will present a Mid-Term Presentation the content outline and concepts for an interactive educational exhibition. Students will complete an exhibition design project in which they produce a set of exhibition drawings, sample text, typical graphics, and a proof of concept prototype/working interactive model of an installation concept.

### Required/Suggested Readings

*Designing Interactions*, Bill Moggridge  
*What is Exhibit Design*, Lee Skolnick, Jan Lorenc, Craig Berger  
*Critical Issues in Interactive Media*, Simon Penny

### Course Requirements

<b>Quizzes and Assignments</b>	20%
<b>Mid-Term Presentation/Concept Development</b>	25%
<b>Design Development</b>	25%
<b>Prototype</b>	30%
<b>Total</b>	<b>100%</b>