

ARTS 344

Interaction I

Fall 2017, MW 4-6:40p
Prof. Ben Grosser



Augmented Reality App Prototype by Jordan Josellis, Oscar Rilloraza, and Kathleen Stark

Introduction to the conceptualization and construction of interactive experience for art and design. Interaction will be examined as technical, structural, social, and historical. Major projects utilize various prototyping methods to realize critical app designs and systems for interactive data presentation, gestural device control, and locative media. Additional technical introductions to internet technologies for web design, data encoding, and computer programming.